



## 摘 要

风格化渲染在目前大多指基于物理的渲染(Physically Based Rendering, PBR)和非真实感的渲染(Non-Photorealistic Rendering, NPR)也叫卡通渲染,在目前的各个领域单一的渲染已经不能满足大多数的需求,在多数情况下影视娱乐,工业设计,艺术绘画,电子游戏等各个领域都需要使用多种混合的渲染方式。然而目前的渲染引擎中大多数使用的是光栅化(Rasterization)来进行渲染其效果对于 NPR 而言效率是十分的高效的,但是在光线追踪(Ray tracing)的渲染模式中则有着难以混合的问题。使用可编程渲染管线可以加入光线追踪并且使用 dlss 人工智能降噪来让画面更真实。

**关键词:** 风格化渲染; 基于物理的渲染; 卡通渲染; 可编程渲染管线; 光线追踪; 人工智能降噪;

## Abstract

Stylized rendering currently refers to both physically based rendering (PBR) and non-realistic rendering (Non-Photorealistic Rendering (NPR)), also known as cartoon rendering, in the current field of single rendering can no longer meet most of the needs, in most cases the entertainment, industrial design, art painting, video games and other fields need to use a variety of hybrid rendering methods. However, most of the current rendering engines use rasterization to render the effect, which is very efficient for NRP, but there is a problem with Ray tracing rendering mode that is difficult to mix. Light tracking can be added using programmable rendering piping and DLSS AI noise reduction is used to make the picture more realistic.

**Key Words:** Stylized rendering; Physics-based rendering; cartoon rendering; Scriptable rendering pipeline; RayTracing; AI noise reduction

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