

Tellusim Animation Demo

Powered by Tellusim Engine <https://tellusim.com/>
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A massive crowd animation with hardware and compute rasterization. High-polygon mode renders 100M triangles per frame, while low-polygon mode renders only 3M triangles. It is possible to control the number of instances with the command line parameters.

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Hot keys

Space	–	Pause animation
F12	–	Take a screenshot

Command line arguments

-d3d12	–	Use Direct3D12 render
-d3d11	–	Use Direct3D11 render
-vk	–	Use Vulkan render
-gl	–	Use OpenGL render
-device <index>	–	Device index
-screen <index>	–	Screen index
-width <value>	–	Window width in pixels
-height <value>	–	Window height in pixels
-position_x <value>	–	Window x position in pixels
-position_y <value>	–	Window y position in pixels
-mode <name>	–	Window mode (8k, 5k, 4k, w2k, 2k, wfhd, fhd, hd+, hd)
-cs <0/1>	–	Compute rasterization mode
-high <0/1>	–	High polygon mode
-size <value>	–	The number of instances per X and Y axes
-size_z <value>	–	The number of instances per Z axis

Assets

<https://www.cgtrader.com/3d-models/character/sci-fi/cyberpunk-samurai-b8e855bc-ec2b-4c32-93be-53504b645557>

https://polyhaven.com/a/autoshop_01
<https://www.mixamo.com>