

Software Evaluation Guide for POV-Ray*

3.7 Beta 28



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This document is a guide measuring performance of the Intel® Processors on application software. The primary audience for this document includes individuals, publications, OEMs and technical analysts whose goal is to test or evaluate the performance benefits and features of the Pentium Processor. If there are questions that are not answered here on software application performance evaluation of the Pentium Processor, please contact your Intel representative.

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Chapter 1

Processor Performance on POV-Ray* 3.7 Beta 28

1.0 Software Description

The Persistence of Vision Ray-Tracer(tm) was developed from DKBTrace 2.12 (written by David K. Buck and Aaron A. Collins) by a bunch of people (called the POV-Team™) in their spare time. The POV-Ray package includes detailed instructions on using the ray-tracer and creating scenes. Many stunning scenes are included with POV-Ray so you can start creating images immediately when you get the package. These scenes can be modified so you do not have to start from scratch.

In addition to the pre-defined scenes, a large library of pre-defined shapes and materials is provided. You can include these shapes and materials in your own scenes by just including the library file name at the top of your scene file, and by using the shape or material name in your scene.

1.1 Workload Description

The POV-Ray* 3.7 beta 28 contains a built-in benchmark test included by the creators of POV-Ray for evaluating system performance.

Chapter 2

Procedure for Evaluating Processor Performance

The following is a procedure for evaluating processor performance using POV-Ray* 3.7 Beta 28. Run this test on a system running *Windows* Vista*.

Run Instructions:

1. Download and POV-Ray 3.7 Beta28 from <http://www.povray.org/beta/>.
2. Install with default installation options.
3. Launch POV-Ray from the icon on your desktop.
4. Click on the Render menu in the main window and then select the menu item to Run Benchmark (All CPUs).
5. A dialog will appear indicating the benchmark is about to run and asking if you want to continue. Click the Yes button.
6. Wait for the image to complete rendering.
7. Once rendering has completed, a dialog box will appear indicating the average pixels per second (PPS) for the benchmark. A higher PPS indicates faster system performance.
8. Exit the program.
9. Repeat steps 3-8 for a total of 5 runs and take the median PPS as the result.