

Claims

What is claimed is:

1. An apparatus comprising:

circuitry, when operational, to store triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner and

circuitry, when operational, to access stored triangle index information for a patch tessellation, wherein accesses of the at least one memory to cause output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner.

2. The apparatus of claim 1, wherein an amount of accessed triangle index information for the patch tessellation depends at least in part on a specified inner tessellation factor, the inner tessellation factor related to a size of the patch tessellation.

3. The apparatus of claim 1, wherein triangle index information relates to triangle end points.

4. The apparatus of claim 1, further comprising:

circuitry to retrieve odd factor inner tessellation domain points from a first domain point buffer in a memory and

circuitry to retrieve even factor inner tessellation domain points from a second domain point buffer in a memory.

5. The apparatus of claim 1, further comprising:

circuitry to access domain points in signed integer format and

circuitry to convert the domain points to [0,1] domain, wherein the triangle index information are related to domain points.

6. The apparatus of claim 1, further comprising:

circuitry, when operational, to determine triangulation of an outer band of the patch tessellation.

7. The apparatus of claim 1, wherein the access of stored triangle index information are part of a graphics pipeline process that complies at least with DirectX11.

8. The apparatus of claim 1, further comprising:
a display and
circuitry to provide an image to the display based in part on the accessed stored triangle index information.
9. The apparatus of claim 1, further comprising at least one memory.
10. A method comprising:

prior to run time, storing triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner and

during run time, accessing stored triangle index information for a patch tessellation, wherein accessing the at least one memory causes output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner.
11. The method of claim 10, wherein an amount of accessed triangle index information for the patch tessellation depends at least in part on a specified inner tessellation factor, the inner tessellation factor related to a size of the patch tessellation.
12. The method of claim 10, wherein triangle index information relates to triangle end points.
13. The method of claim 10, further comprising:
retrieving odd factor inner tessellation domain points from a first domain point buffer and
retrieving even factor inner tessellation domain points from a second domain point buffer.
14. The method of claim 10, further comprising:
accessing domain points in signed integer format and
converting the domain points to [0,1] domain, wherein triangle index information are related to domain points.
15. The method of claim 10, further comprising:
during run time, determining triangulation of an outer band of the patch tessellation.

16. The method of claim 10, wherein the method is part of a graphics pipeline process that complies with DirectX11.
17. An apparatus comprising:
- means for storing triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner and
 - means for accessing stored triangle index information for a patch tessellation, wherein accessing the at least one memory causes output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner.
18. The apparatus of claim 17, wherein an amount of accessed triangle index information for the patch tessellation depends at least in part on a specified inner tessellation factor, the inner tessellation factor related to a size of the patch tessellation.
19. The apparatus of claim 17, wherein triangle index information relates to triangle end points.
20. The apparatus of claim 17, further comprising:
- means for retrieving odd factor inner tessellation domain points from a first domain point buffer and
 - means for retrieving even factor inner tessellation domain points from a second domain point buffer.
21. The apparatus of claim 17, further comprising:
- means for accessing domain points in signed integer format and
 - means for converting the domain points to [0,1] domain, wherein triangle index information are related to domain points.
22. The apparatus of claim 17, further comprising:
- means for determining triangulation of an outer band of the patch tessellation.
23. The apparatus of claim 17, wherein the means for accessing is part of a graphics pipeline that complies with DirectX11.

Claims

1. An apparatus comprising:

circuitry, when operational, to store triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner and

circuitry, when operational, to access stored triangle index information for a patch tessellation, wherein accesses of the at least one memory to cause output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner.

2. The apparatus of claim 1, wherein an amount of accessed triangle index information for the patch tessellation depends at least in part on a specified inner tessellation factor, the inner tessellation factor related to a size of the patch tessellation.

3. The apparatus of claim 1, wherein triangle index information relates to triangle end points.

4. The apparatus of claim 1, further comprising:

circuitry to retrieve odd factor inner tessellation domain points from a first domain point buffer in a memory and

circuitry to retrieve even factor inner tessellation domain points from a second domain point buffer in a memory.

5. The apparatus of claim 1, further comprising:

circuitry to access domain points in signed integer format and

circuitry to convert the domain points to [0,1] domain, wherein the triangle index information are related to domain points.

6. The apparatus of claim 1, further comprising:

circuitry, when operational, to determine triangulation of an outer band of the patch tessellation.

7. The apparatus of claim 1, wherein the access of stored triangle index information are part of a graphics pipeline process that complies at least with DirectX11.

8. The apparatus of claim 1, further comprising:
a display and
circuitry to provide an image to the display based in part on the accessed stored triangle index information.
9. The apparatus of claim 1, further comprising at least one memory.
10. A method comprising:

prior to run time, storing triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner and

during run time, accessing stored triangle index information for a patch tessellation, wherein accessing the at least one memory causes output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner.
11. The method of claim 10, wherein an amount of accessed triangle index information for the patch tessellation depends at least in part on a specified inner tessellation factor, the inner tessellation factor related to a size of the patch tessellation.
12. The method of claim 10, wherein triangle index information relates to triangle end points.
13. The method of claim 10, further comprising:
retrieving odd factor inner tessellation domain points from a first domain point buffer and
retrieving even factor inner tessellation domain points from a second domain point buffer.
14. The method of claim 10, further comprising:
accessing domain points in signed integer format and
converting the domain points to [0,1] domain, wherein triangle index information are related to domain points.
15. The method of claim 10, further comprising:
during run time, determining triangulation of an outer band of the patch tessellation.

16. The method of claim 10, wherein the method is part of a graphics pipeline process that complies with DirectX11.

17. An apparatus comprising:

means for storing triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner and

means for accessing stored triangle index information for a patch tessellation, wherein accessing the at least one memory causes output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner.

18. The apparatus of claim 17, wherein an amount of accessed triangle index information for the patch tessellation depends at least in part on a specified inner tessellation factor, the inner tessellation factor related to a size of the patch tessellation.

19. The apparatus of claim 17, wherein triangle index information relates to triangle end points.

20. The apparatus of claim 17, further comprising:

means for retrieving odd factor inner tessellation domain points from a first domain point buffer and

means for retrieving even factor inner tessellation domain points from a second domain point buffer.

21. The apparatus of claim 17, further comprising:

means for accessing domain points in signed integer format and

means for converting the domain points to [0,1] domain, wherein triangle index information are related to domain points.

22. The apparatus of claim 17, further comprising:

means for determining triangulation of an outer band of the patch tessellation.

23. The apparatus of claim 1, wherein the means for accessing is part of a graphics pipeline that complies with DirectX11.

24. The apparatus of claim 1, wherein:

store triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner comprises store triangle index information in at least one memory by concentric squares and

output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner comprises output of concentric squares.

25. The method of claim 10, wherein:

storing triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner comprises storing triangle index information in at least one memory by concentric squares and

output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner comprises output of concentric squares.

26. The apparatus of claim 17, wherein:

means for storing triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner comprises means for storing triangle index information in at least one memory by concentric squares and

output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner comprises output of concentric squares.