47307306 : MAJOR : COMPUTER SCIENCE
KEY WORD : GRID COMPUTING / THREE DIMENSION RENDERING
            THAMMARONG   KUMMANEE : APPLIED GRID TECHNOLOGY FOR ANIMATION
RENDERING IN THREE DIMENSION GAME. THESIS ADVISOR : SUNEE PONGPINIGPINYO,Ph.D.
63 pp.

        Thesis. "Applied Grid Technology for Animation Rendering in Three Dimension
Game" is intended to design and develop programs to create animations using 3D game grid.
        This system proposes a take on bringing technology to the Grid Computing
technology in parallel processing applications to create animations in the development of 3D
games to prove the results for image processing. three dimensional parallel with the
preparation of the testing environment to the same performance of the computer are used in
the experiments. The Operating system software and game 3-dimensional image processing
software used in computers. Will vary in the number of trials is a key variable in this trial. The
researcher has selected a number of computers used in the experiments is as follows: 1, 4, 6,
24 and 108 machines, each machine will have to work to process the same but will be
processed กัน each section Then the data is sent back to the machine is waiting to receive
information that is used in a game from the 3-dimensional computer game that uses
Three dimensional information will be included in the display are then made. by monitor From
all 10 trials found that the number of times in the most appropriate division for processing is
sent to the 128 pixel size or divided into 24 pieces of work have included the best average
time. Using the average time 8.60 sec / image.

Department of Computing   Graduate School, Silpakorn University   Academic Year 2008
Student's signature ....
Thesis Advisor's signature ....