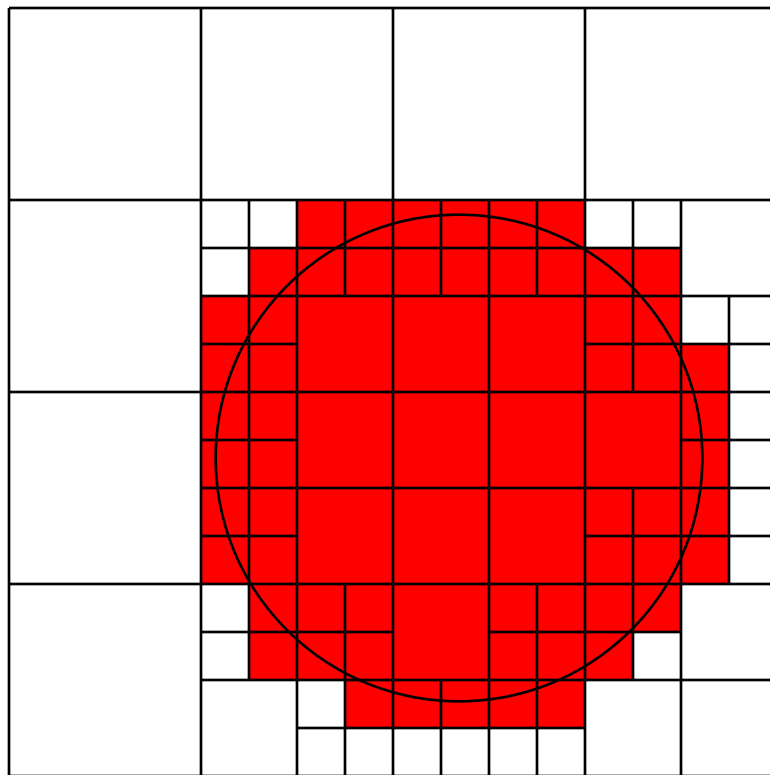


(a)

Volumen

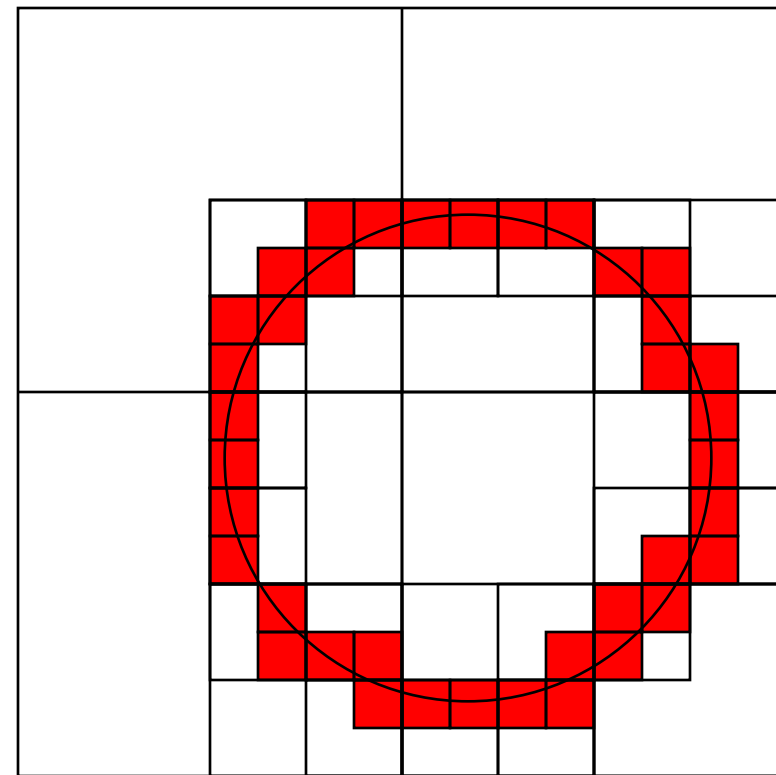
256 Voxel



(b)

Quadtree

132 Voxel



(c)

Sparse Voxel Quadtree

70 Voxel