VOXEL

[Overview of the fast voxel traversal algorithm](https://github.com/cgyurgyik/fast-voxel-traversal-algorithm/blob/master/overview/FastVoxelTraversalOverview.md)

[Example implementation of voxel ambient occlusion](https://www.shadertoy.com/view/ldl3DS)

[Raytracing in one weekend](https://raytracing.github.io/)

[W3C WebGPU Spec](https://www.w3.org/TR/webgpu/)

[W3C WGSL Spec](https://www.w3.org/TR/WGSL/)

