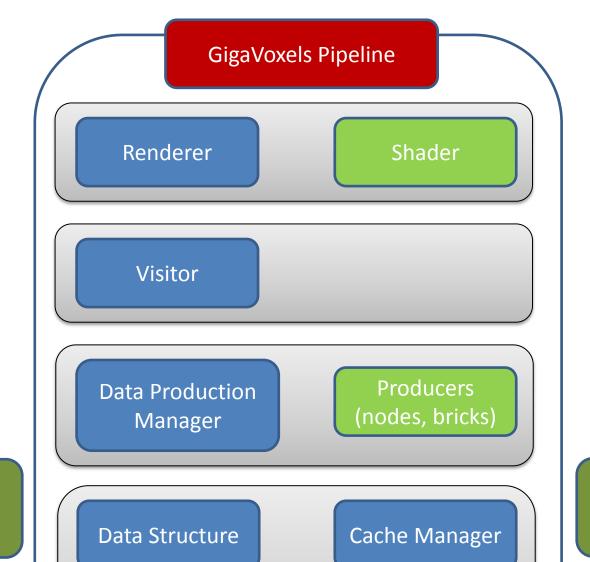
GigaSpace Cache Mechanism

- Voxel data type : user can defined what's inside a voxel
 - list of types : uchar4 (ex: color), half4 (ex: normal)...
- Producers : fill the data structure
 - Node producer : fill spatial data structure
 - Brick producer : fill voxel data
 - either host or device, or a combination
 - based on user oracles
- Shader:
 - modify apperance by sampling data along rays



Graphics
Library
interoperability

USER

output

Graphics Library interoperability

USER

input

- voxel (data types : color, normal...)

- octree, N3-tree, BSP...

