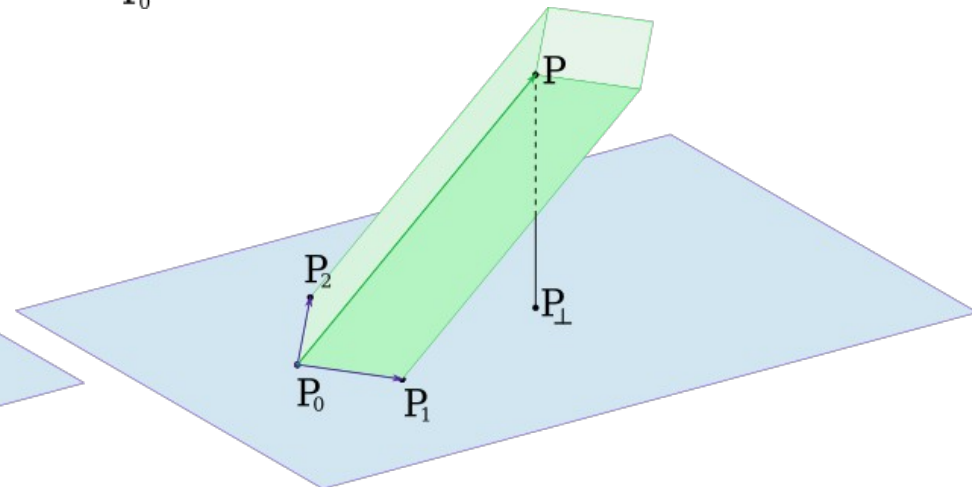
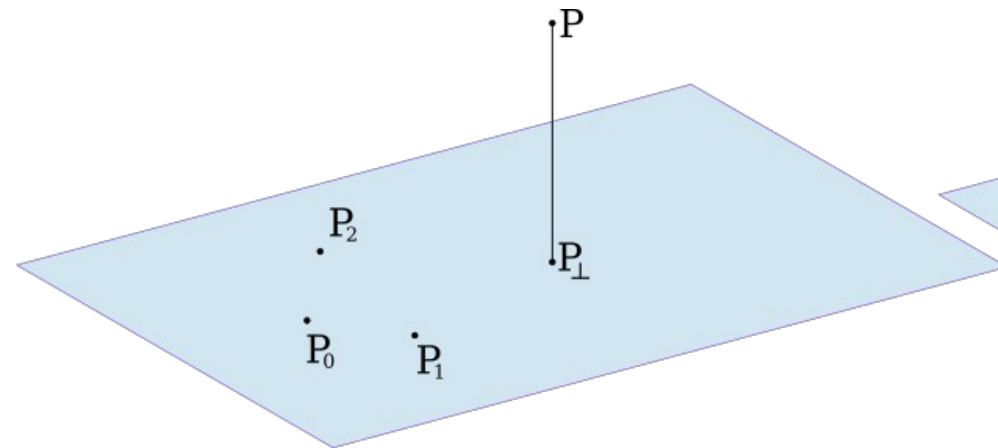
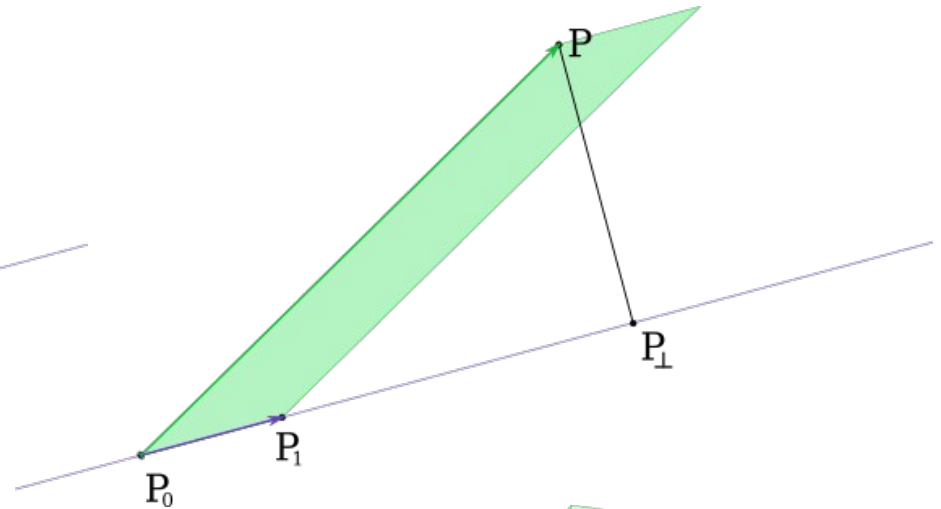
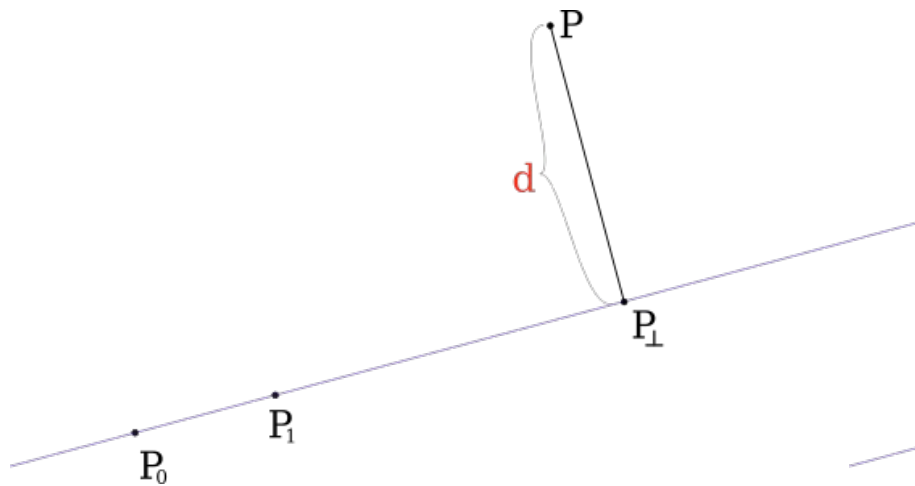


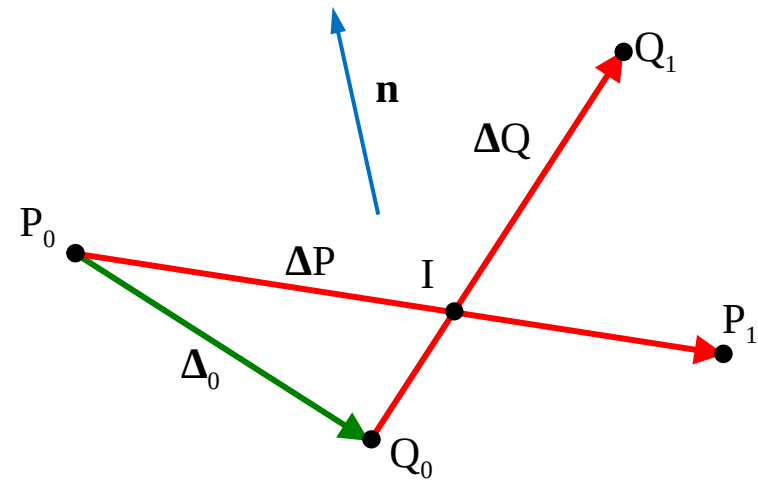
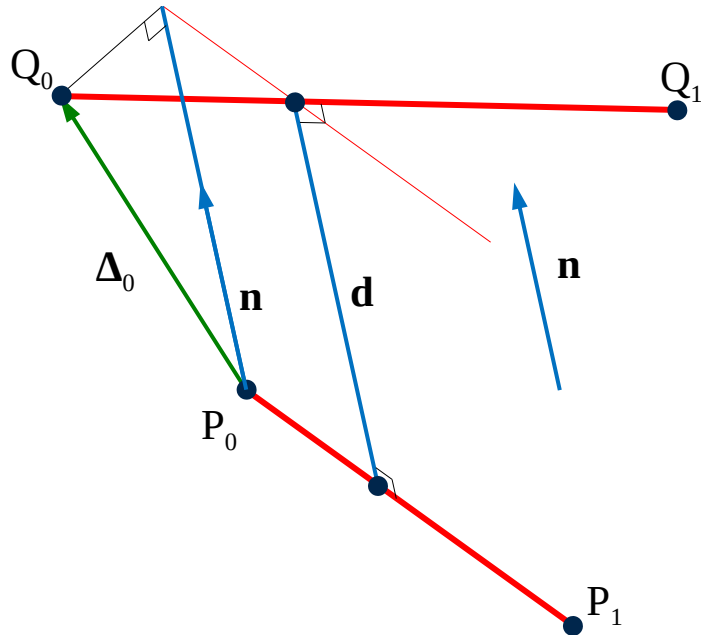
Unidad 6

# Intersecciones y Ordenamiento Espacial

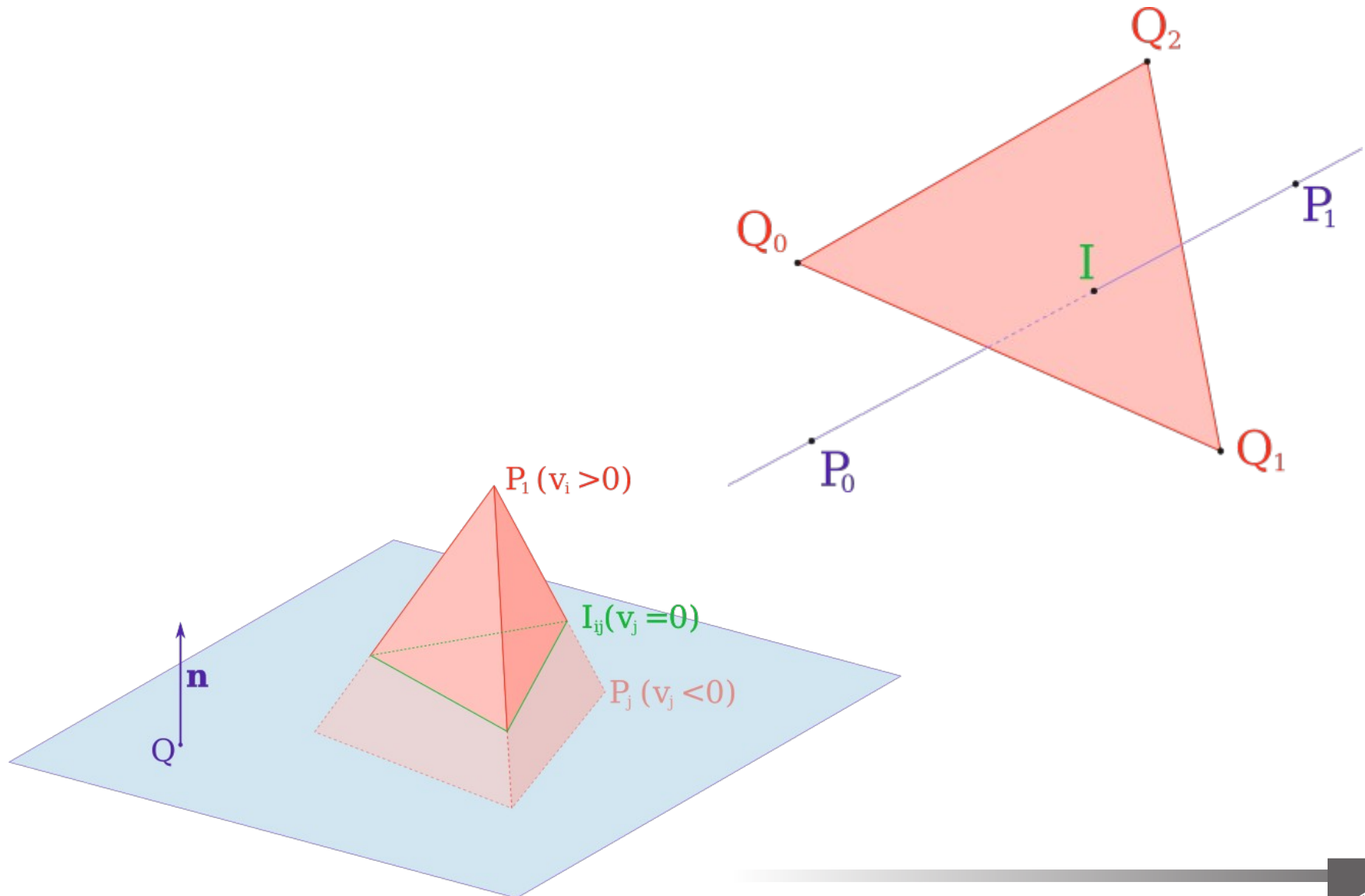
# Distancia de Punto a Recta/Plano



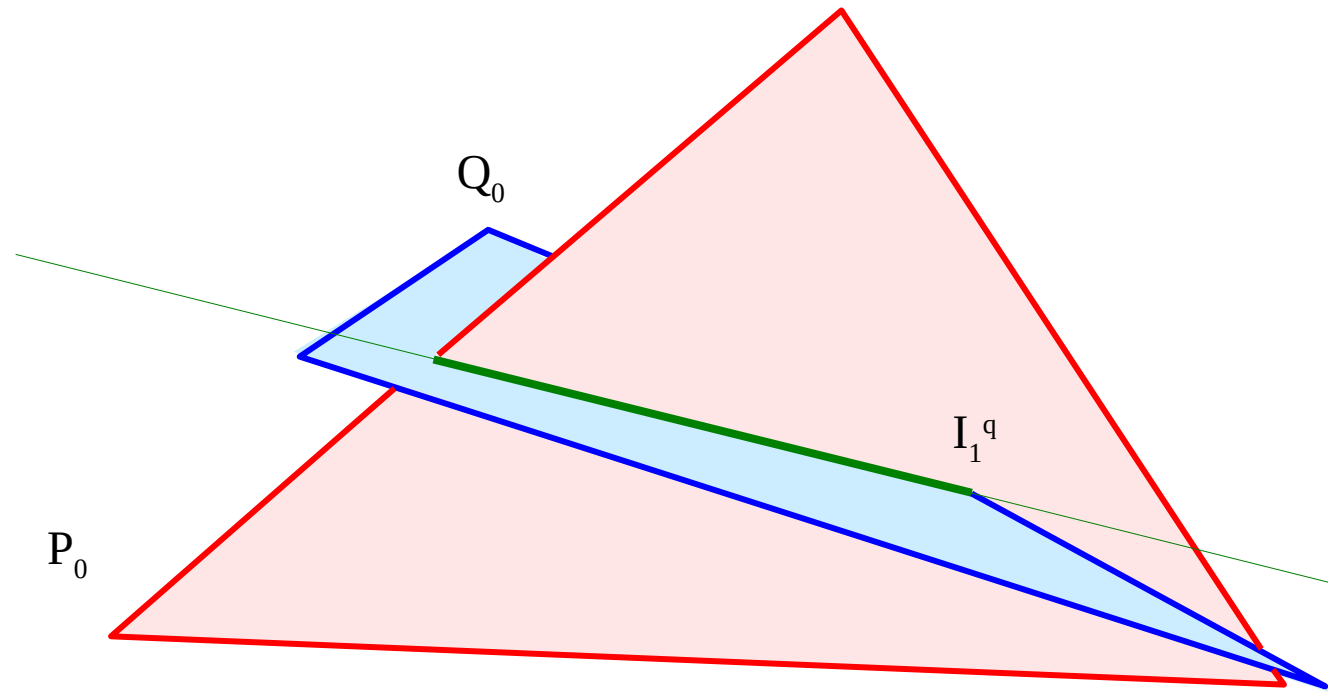
# Intersección de Segmentos



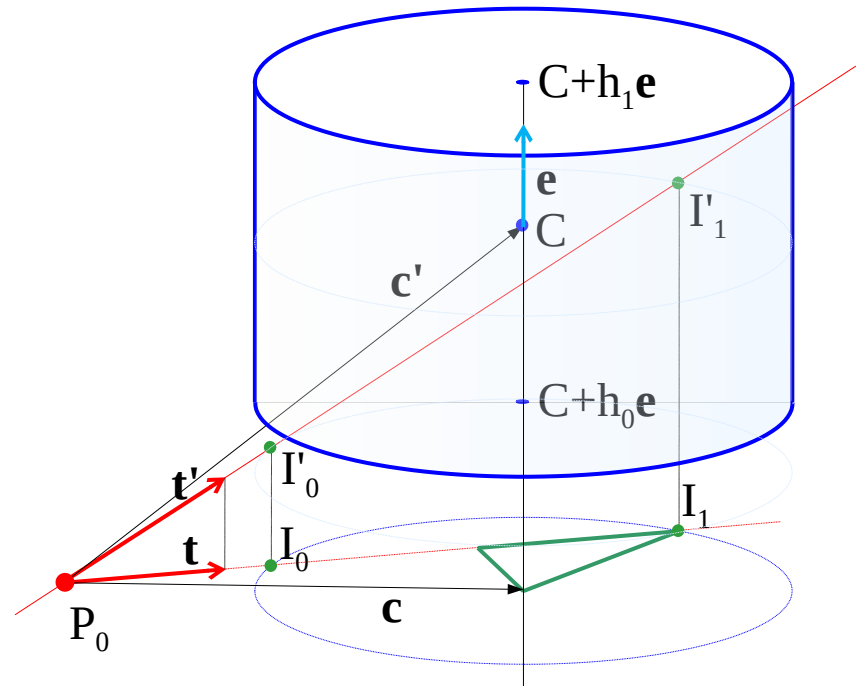
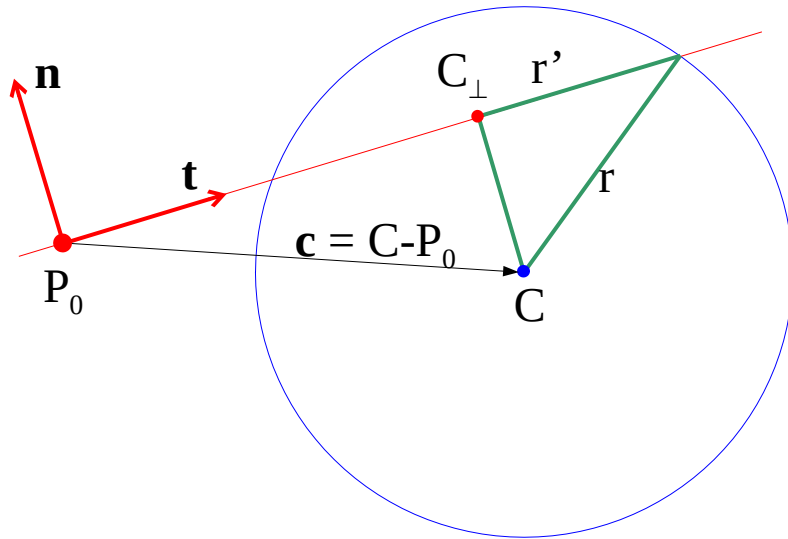
# Intersección entre Segmento y Triángulo



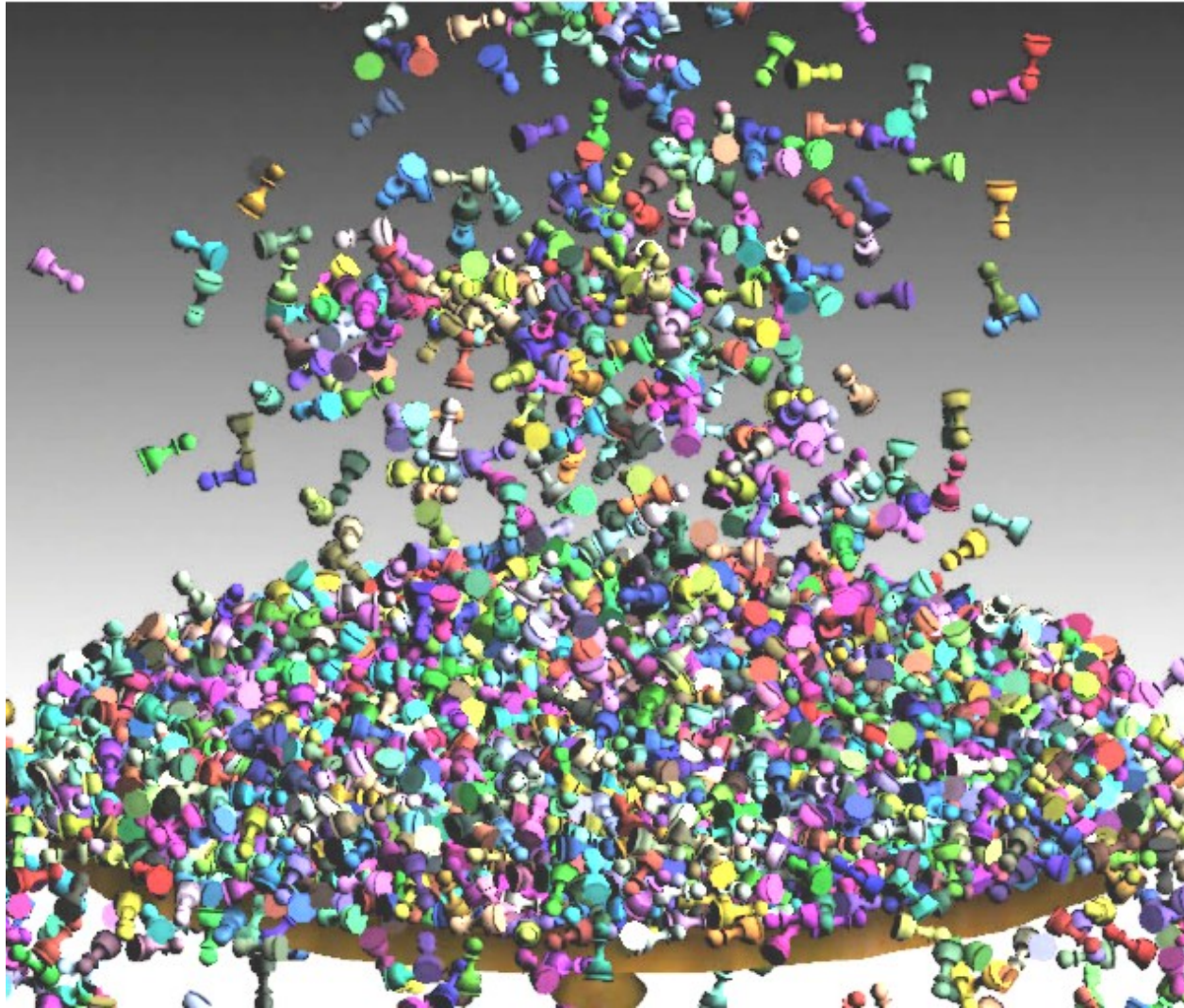
# Intersección de Triángulos



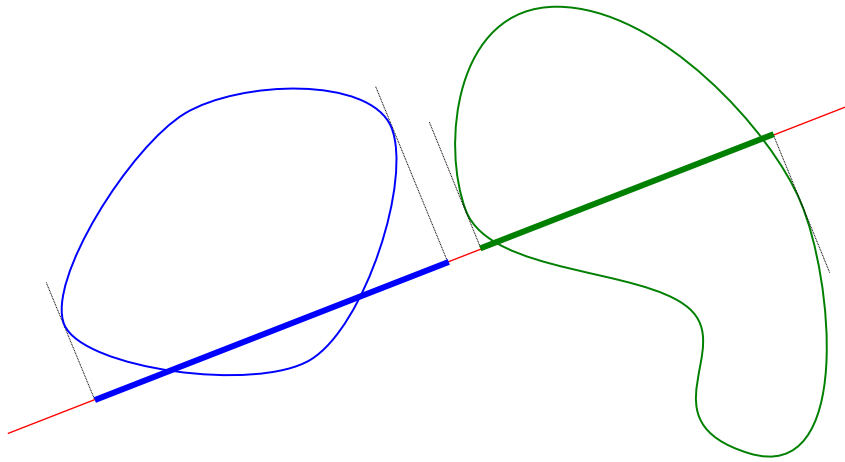
# Intersección de Rayo o Plano con Esfera



## Parte 2: Optimización



# Linea Separadora y Envoltorio Convexo



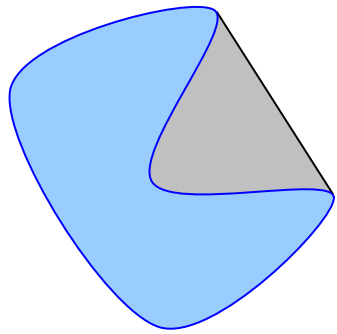
Convex-Hull

Bounding Sphere

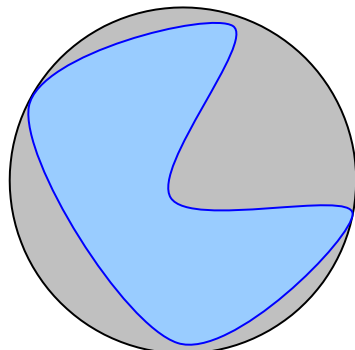
Axis-Aligned  
Bounding-Box

Object-Oriented  
Bounding-Box

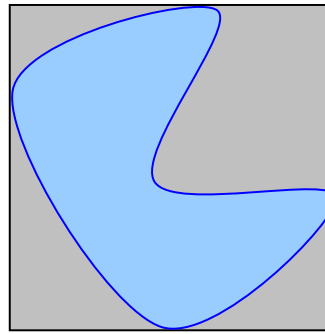
k-Discrete  
Oriented Polytope



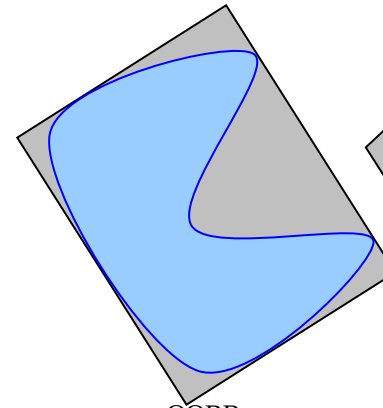
CH



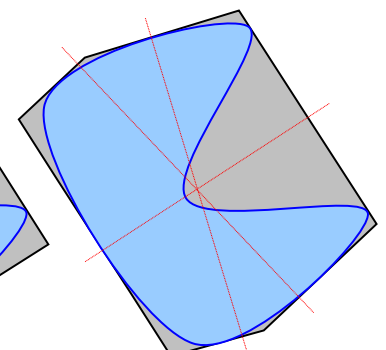
BS



AABB



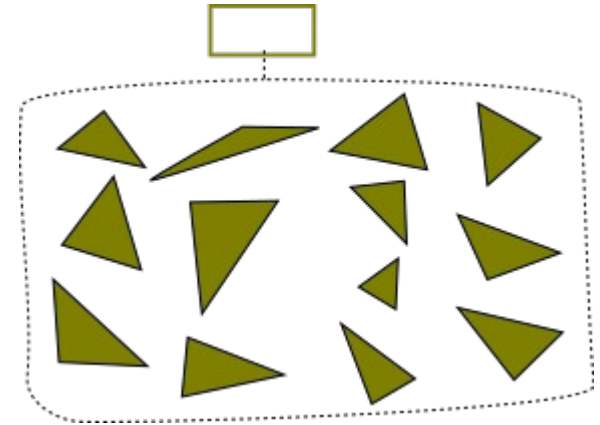
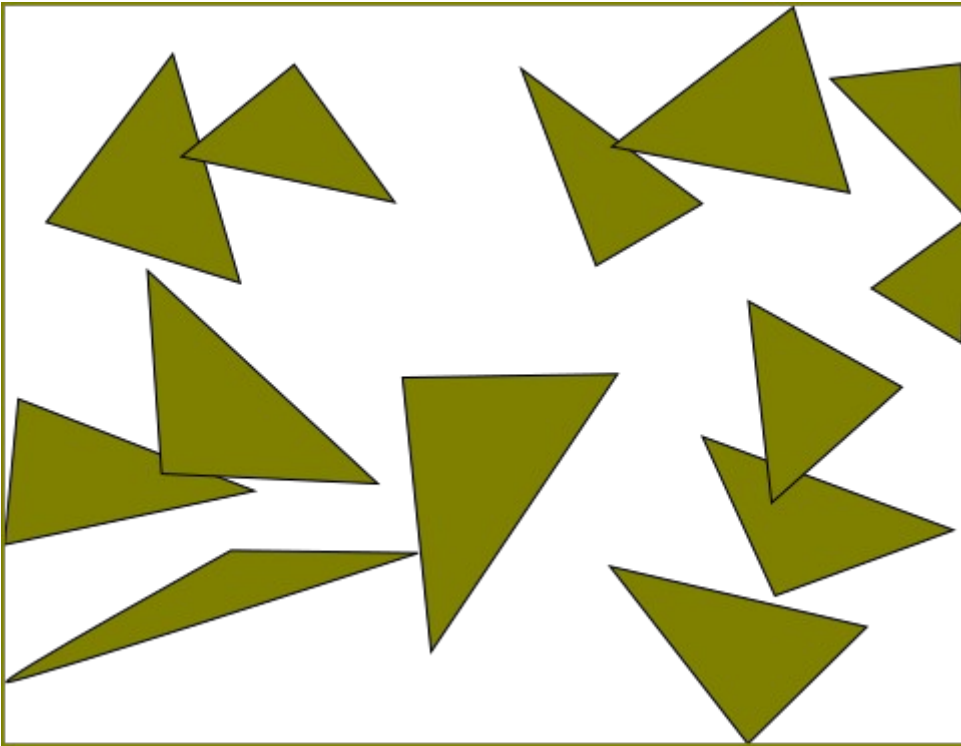
OOBB



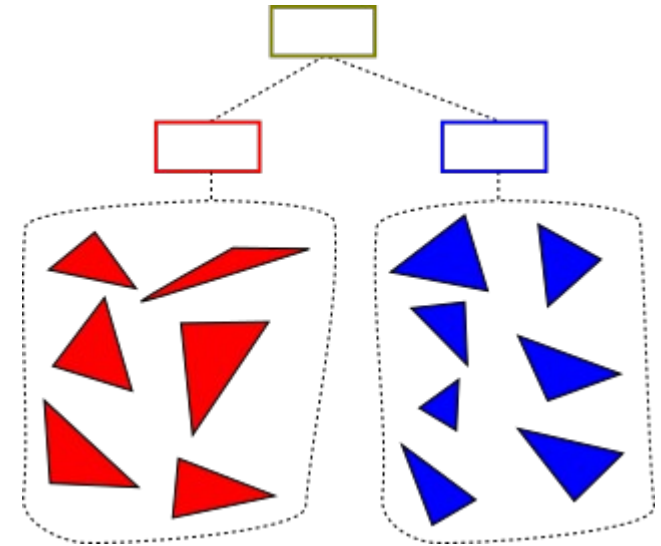
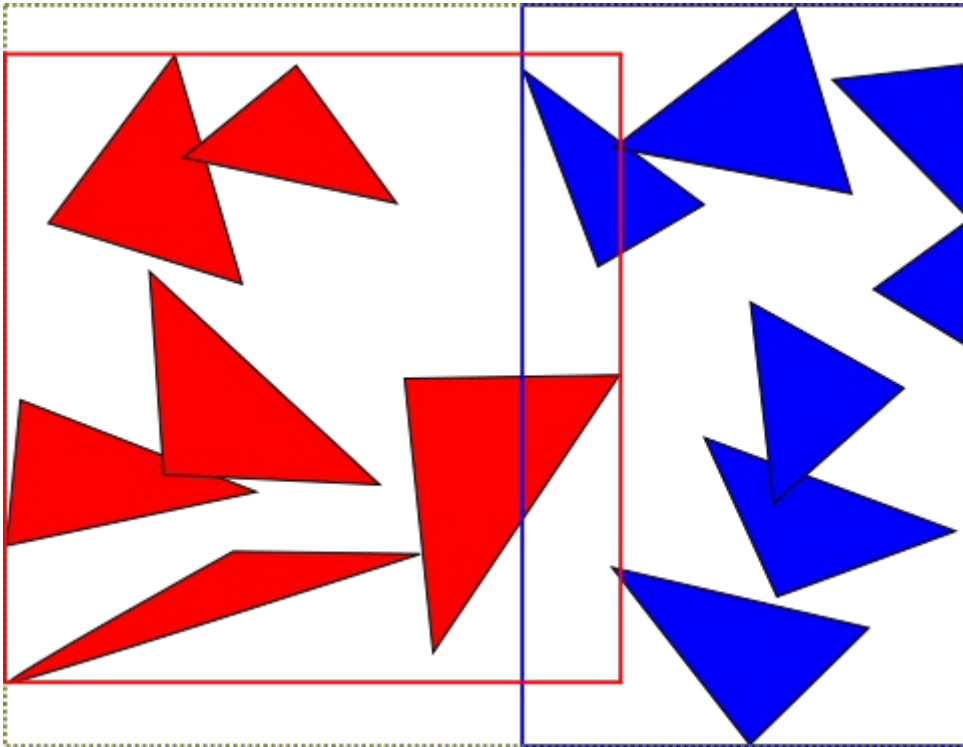
k-DOP



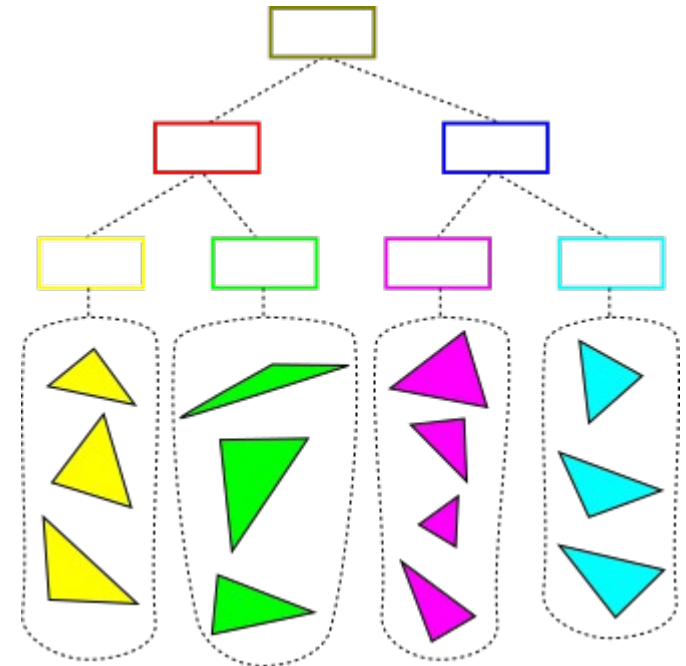
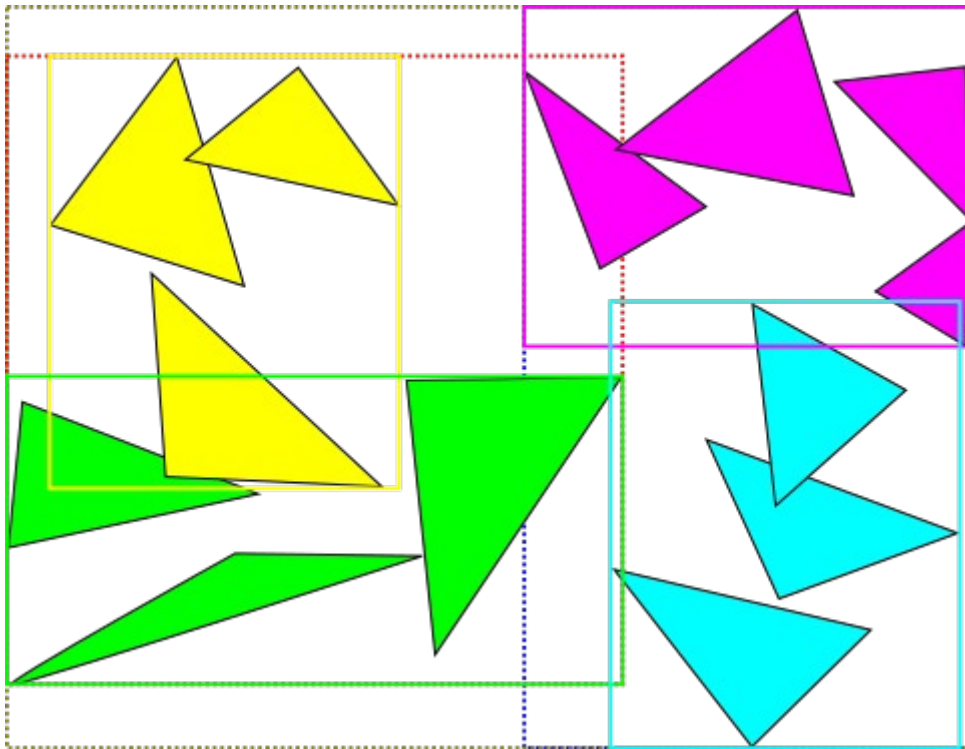
# Bounding Volume Hierarchy (BVH)



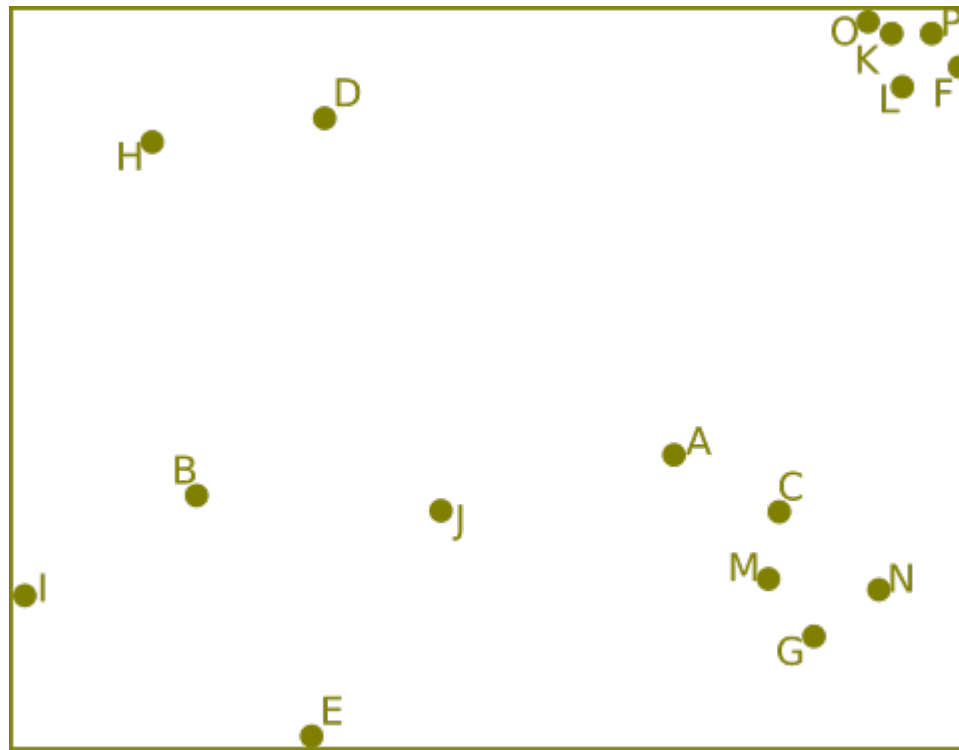
# Bounding Volume Hierarchy (BVH)



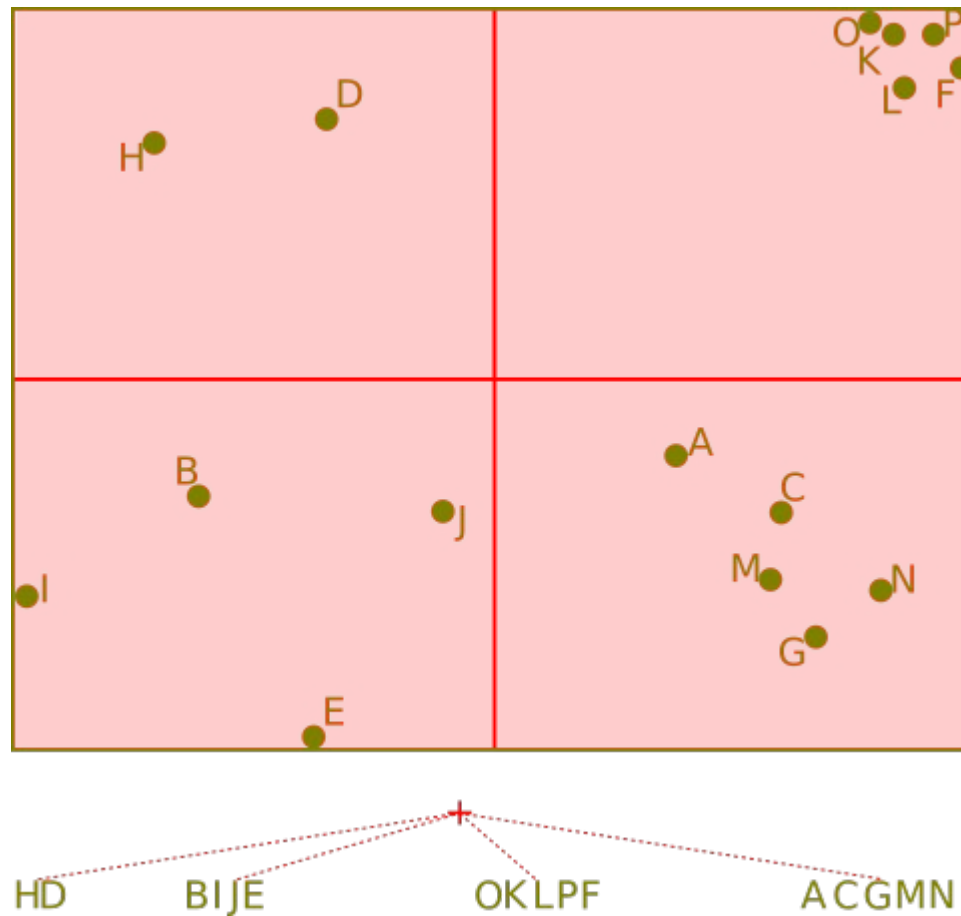
# Bounding Volume Hierarchy (BVH)



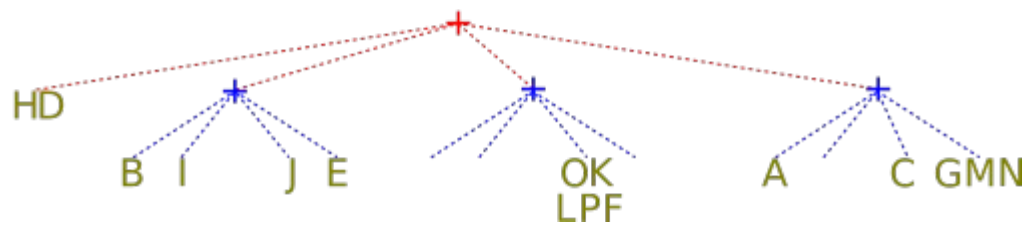
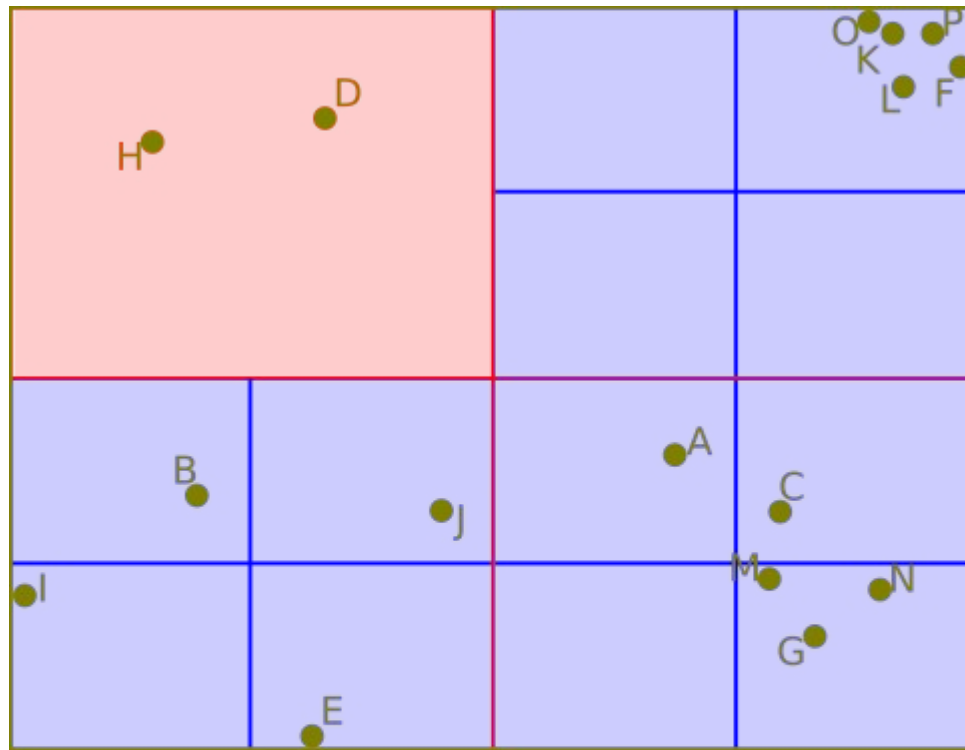
# Quadtree / Octree



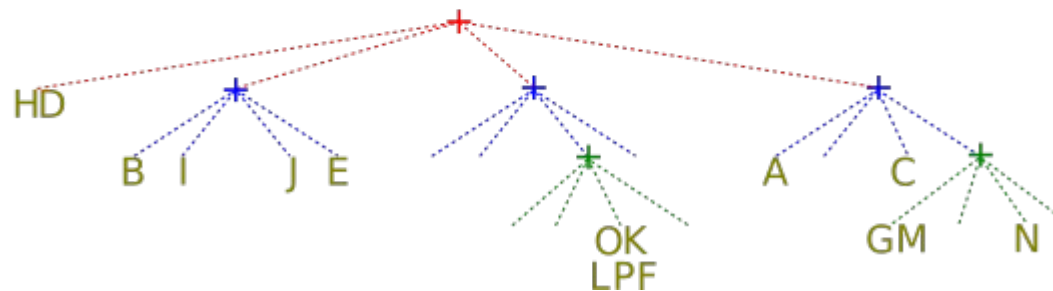
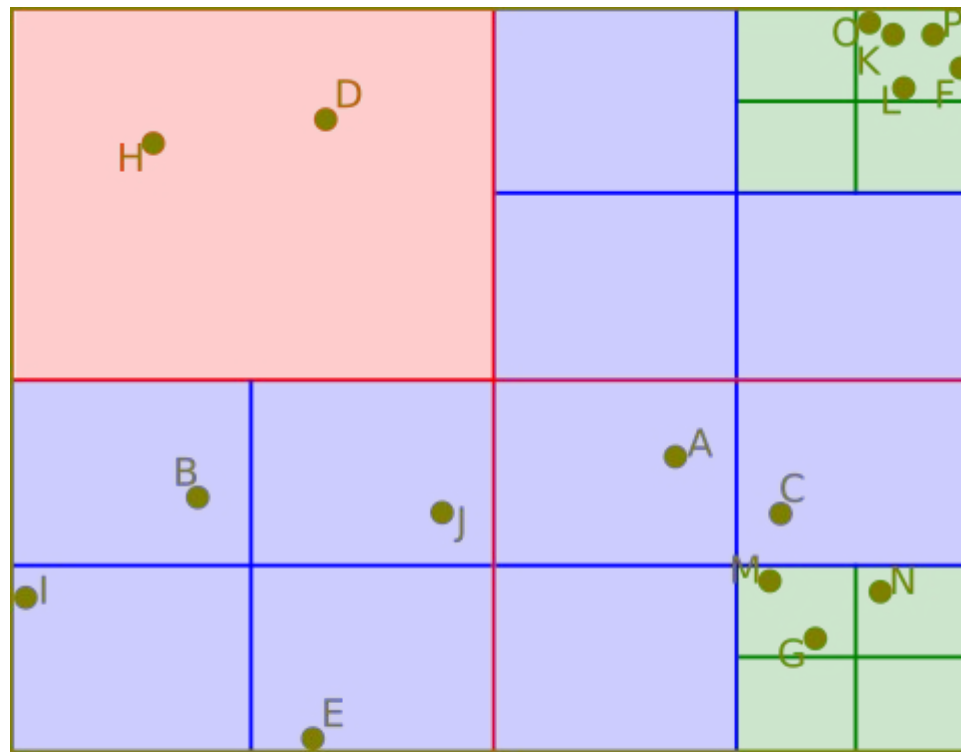
# Quadtree / Octree



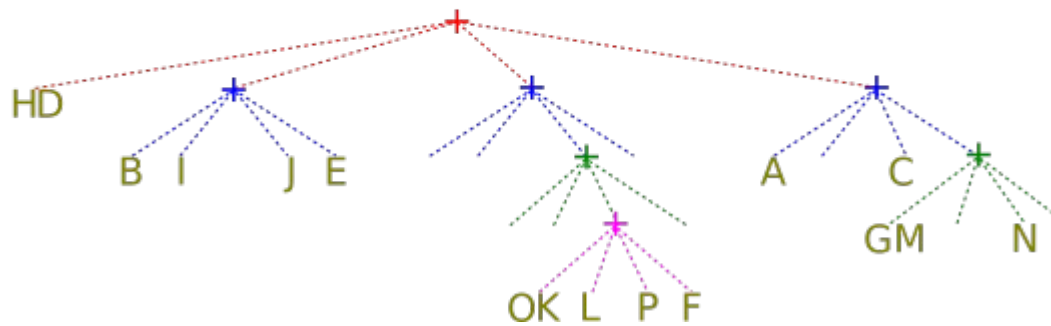
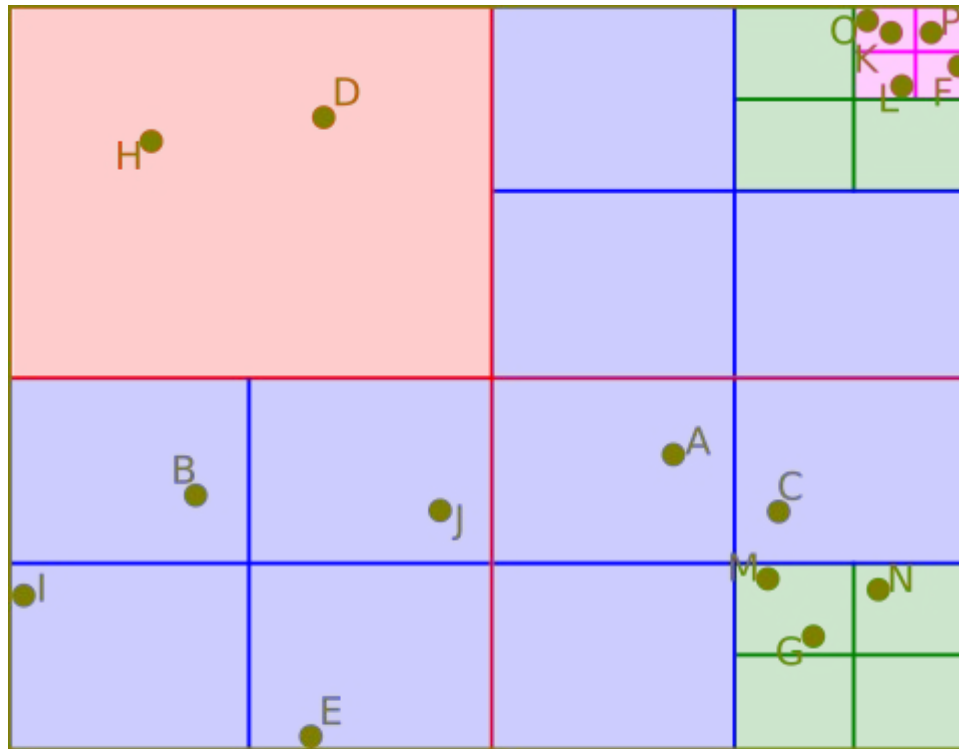
# Quadtree / Octree



# Quadtree / Octree

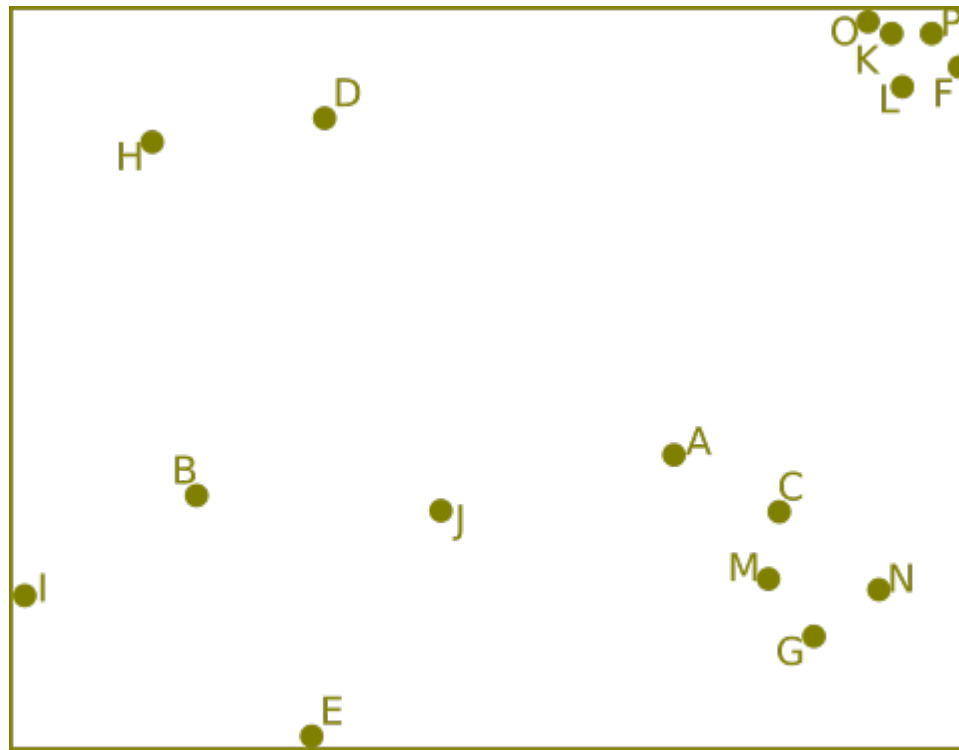


# Quadtree / Octree

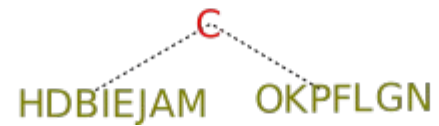
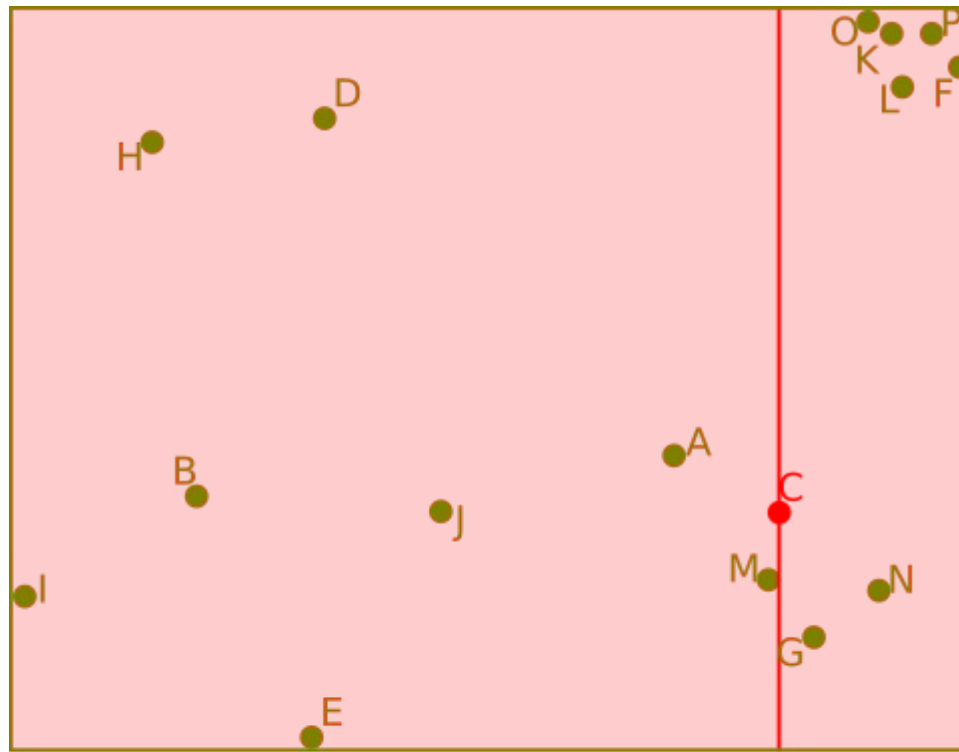




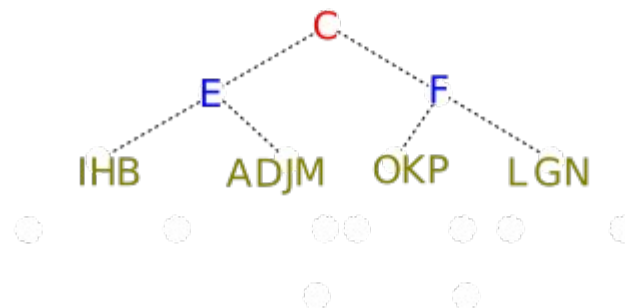
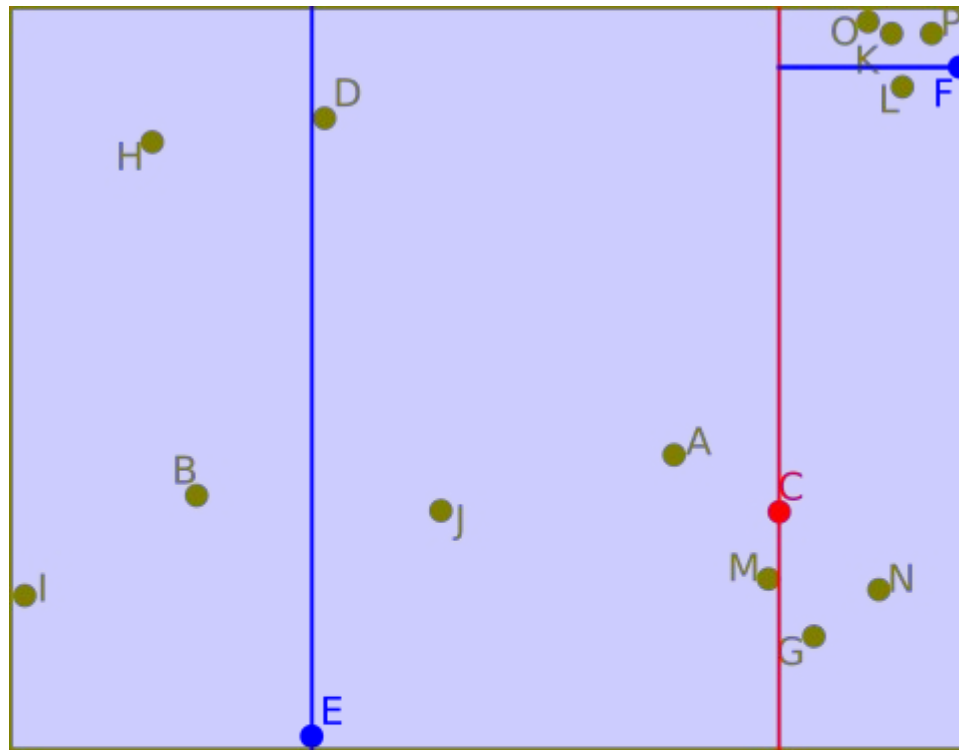
# K-d tree



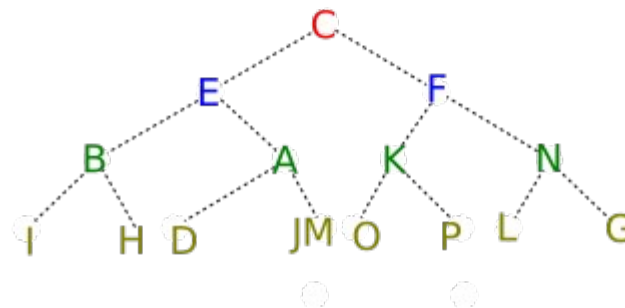
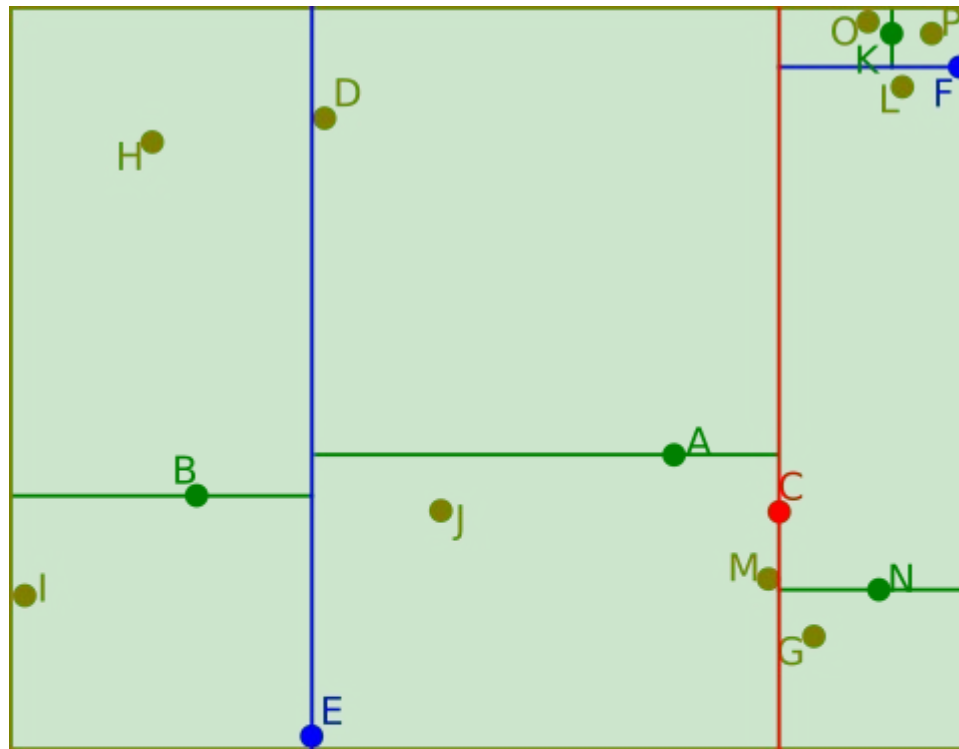
# K-d tree



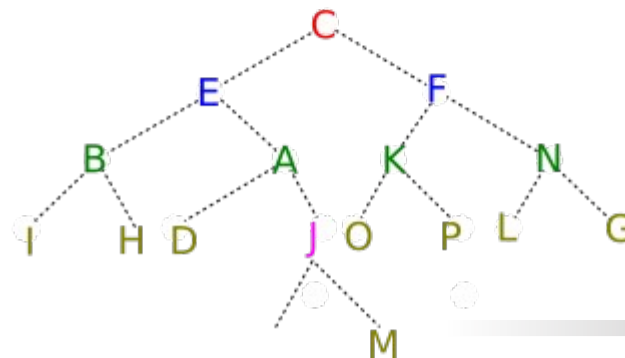
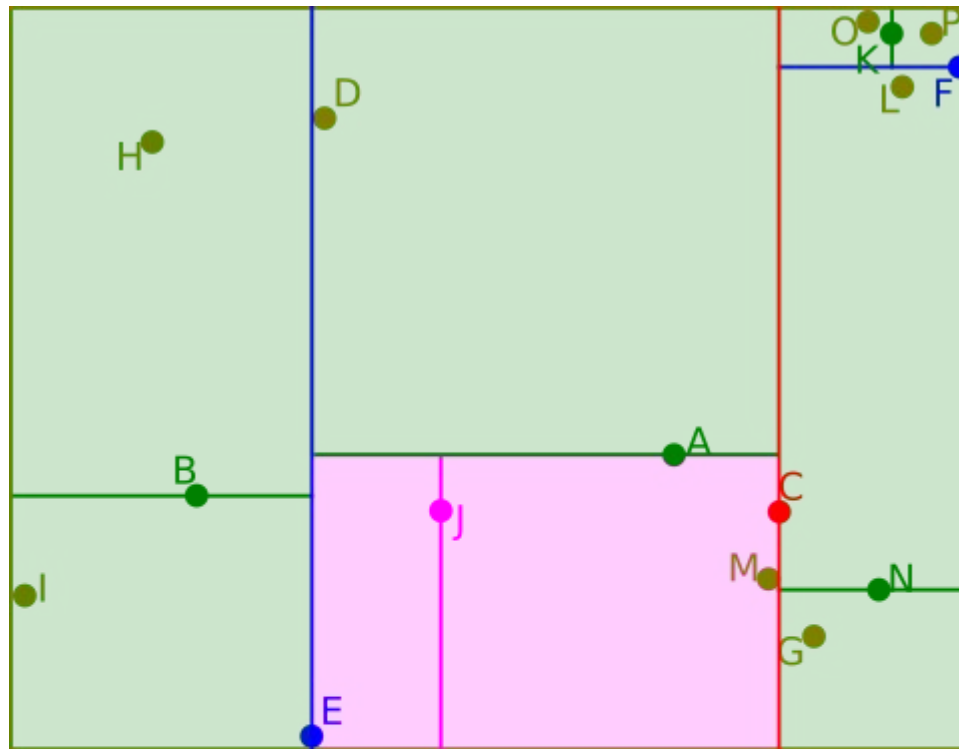
# K-d tree



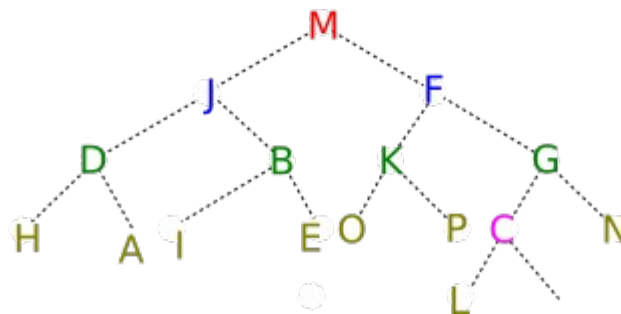
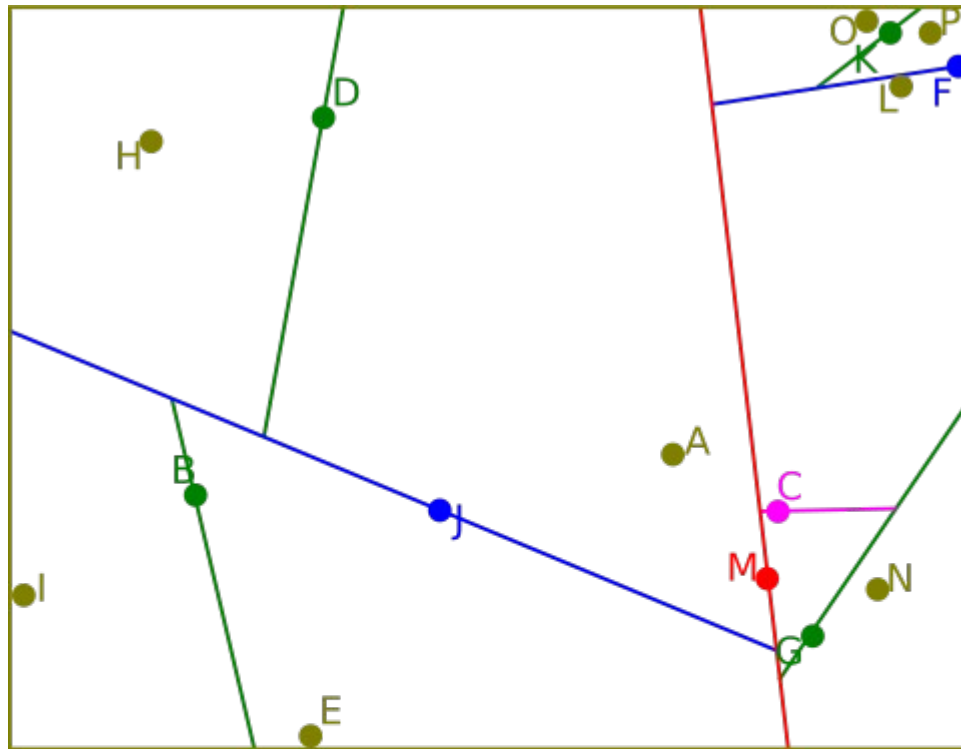
100



# K-d tree

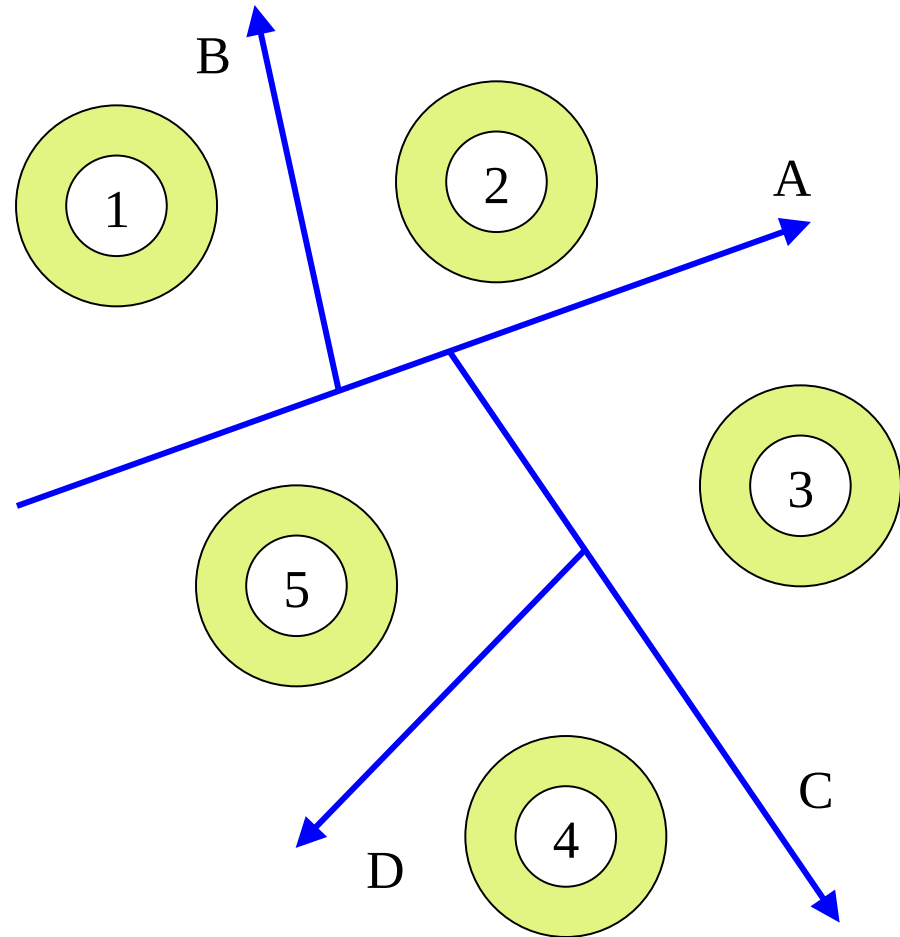
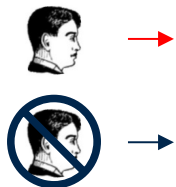
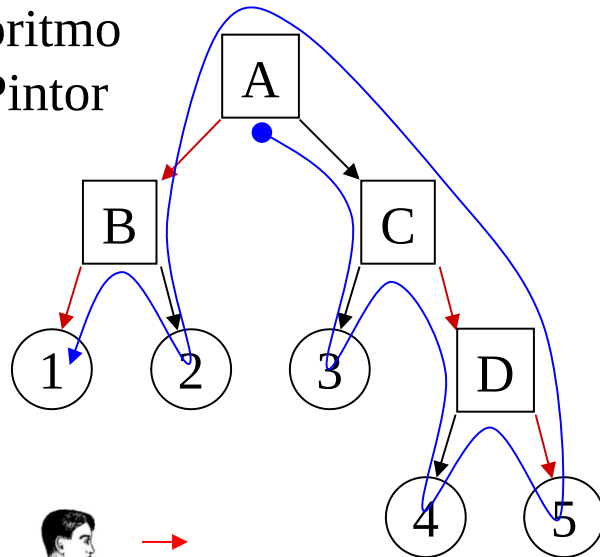


# BSP-tree



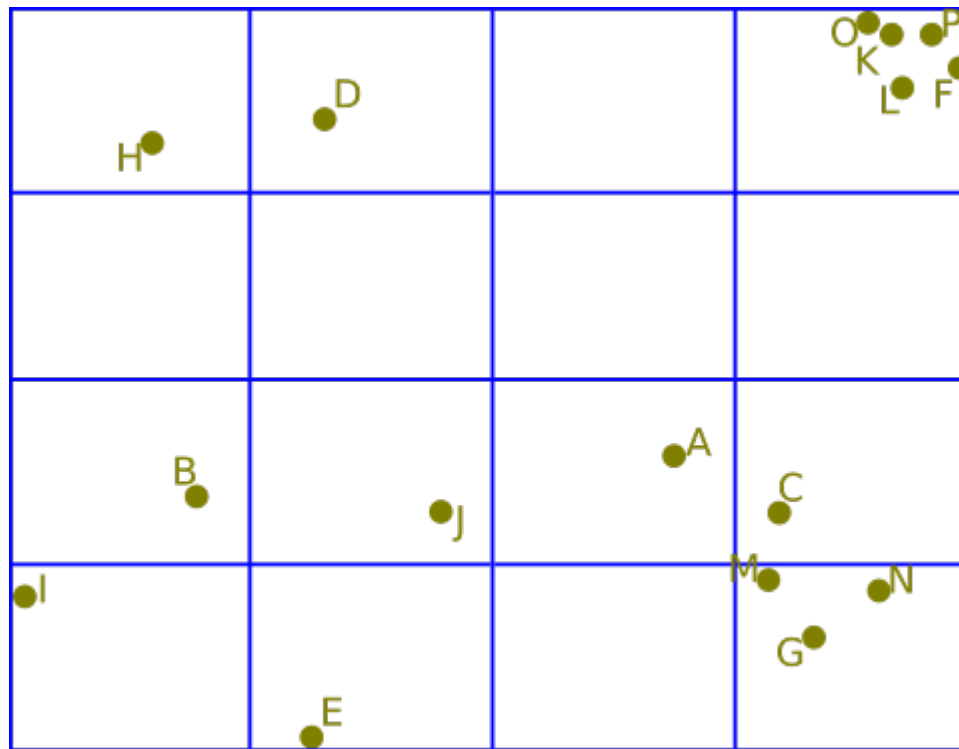
# Ejemplo: Rendering Ordenado con BSP

Algoritmo  
del Pintor



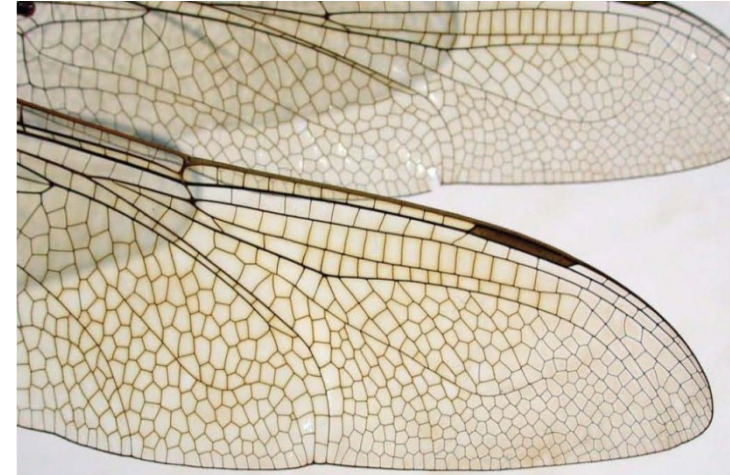
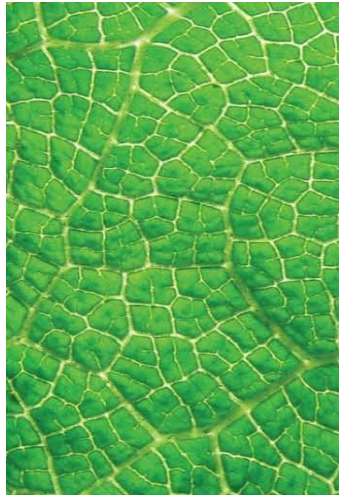
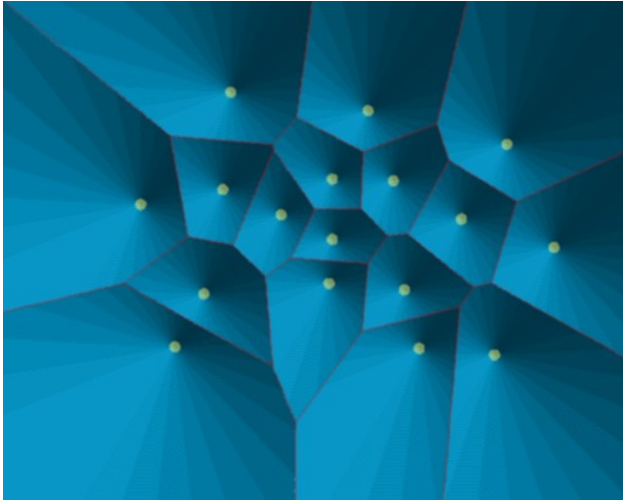
Nota: 5 no está mas atrás que 2, pero nunca puede ocluirlo.

# Grilla Regular

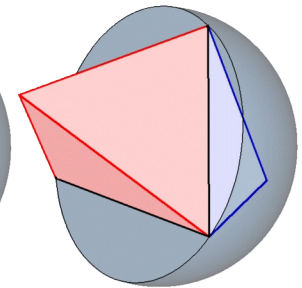
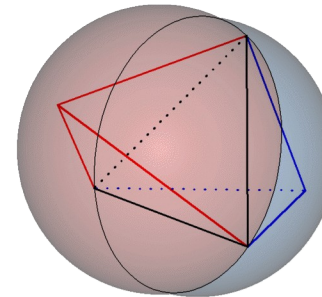
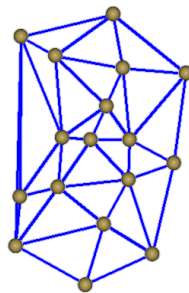
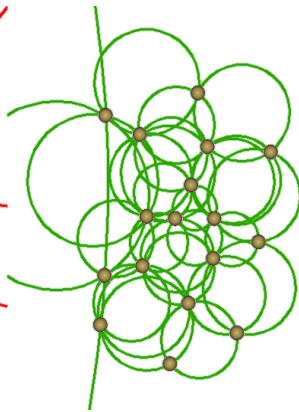
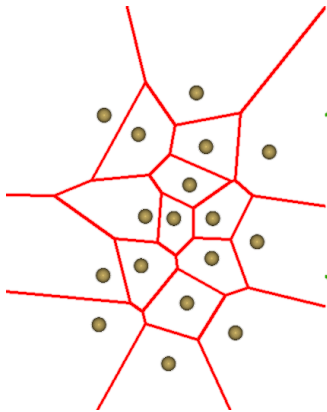
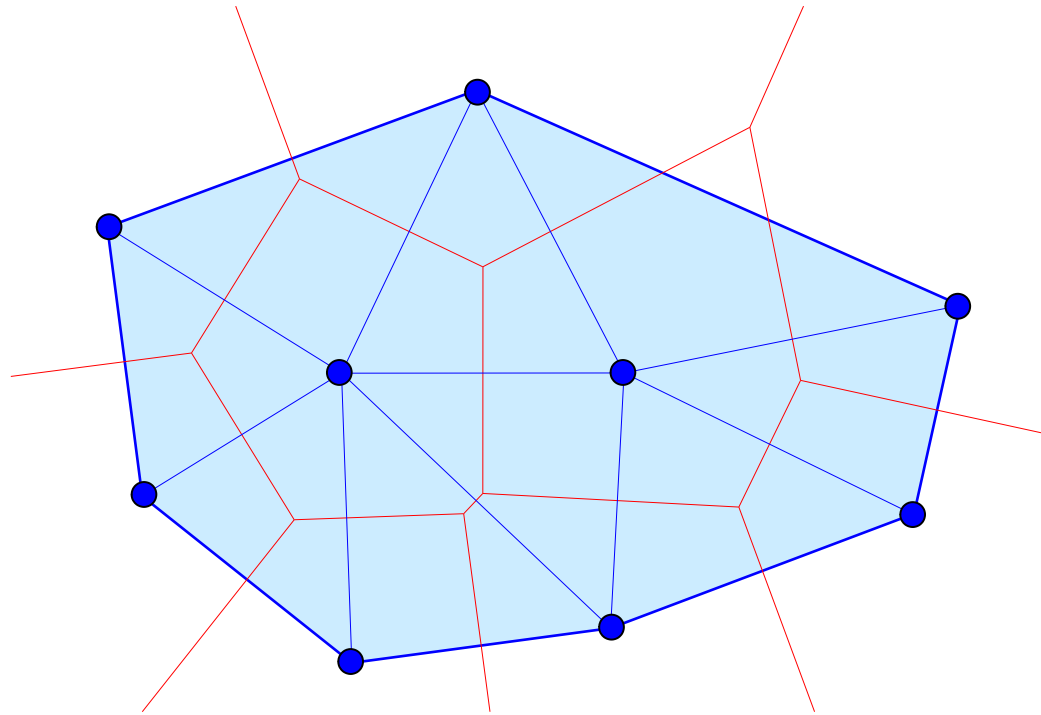




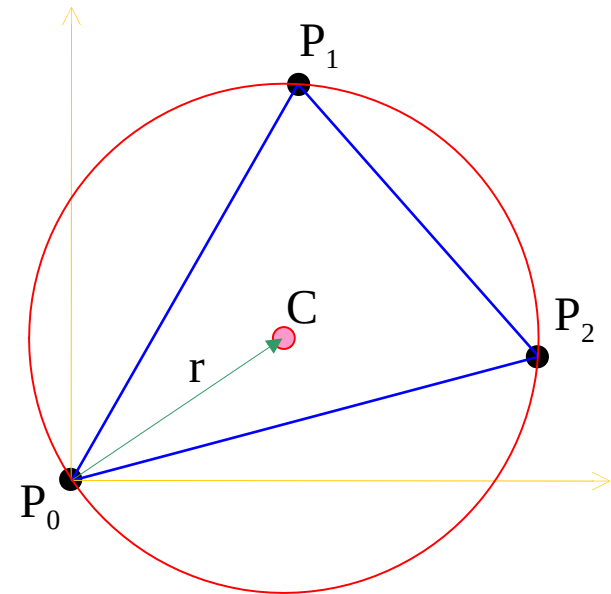
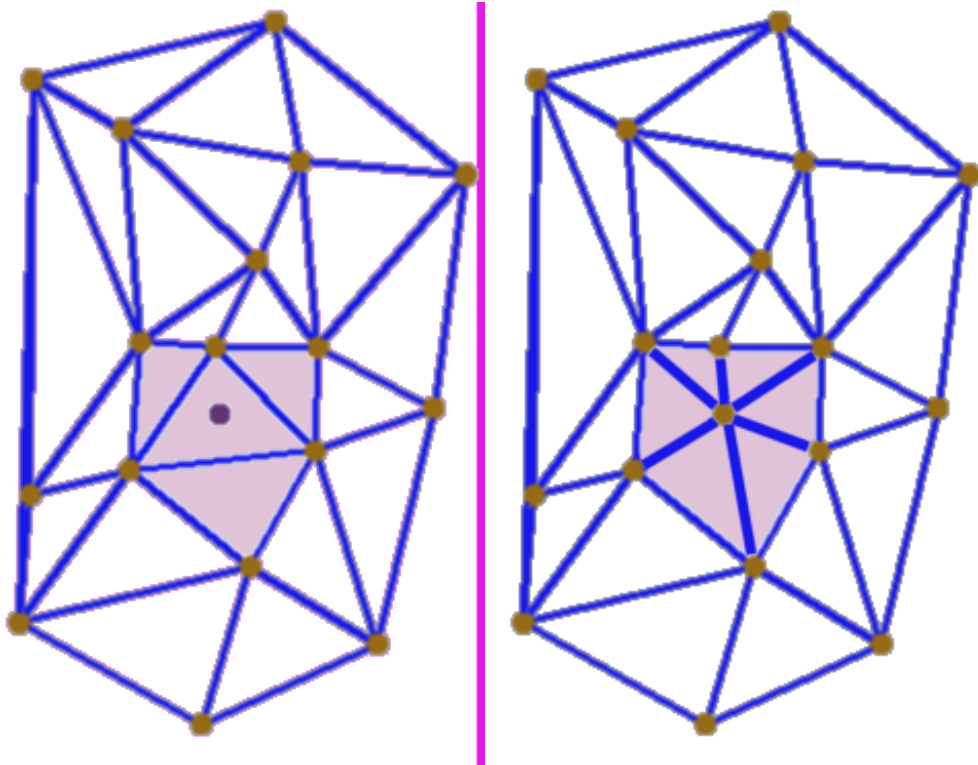
# Diagrama de Voronoï



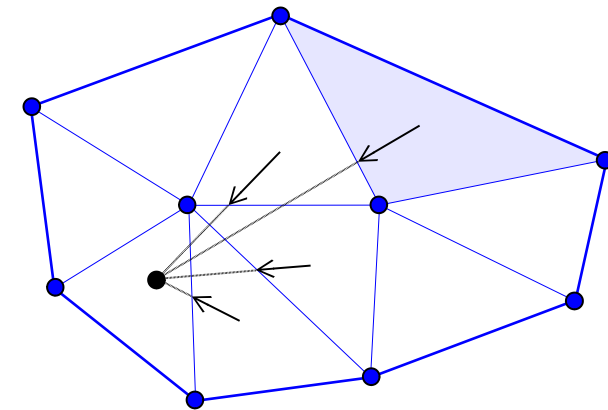
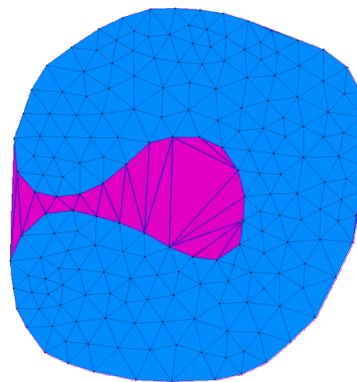
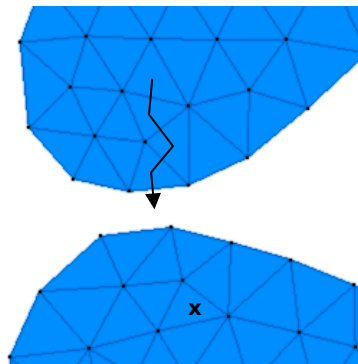
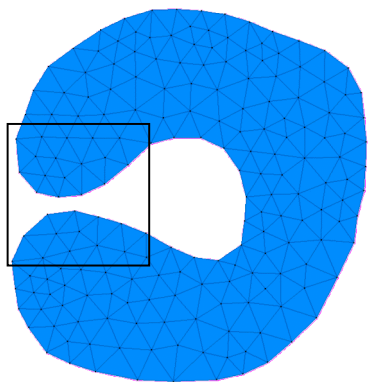
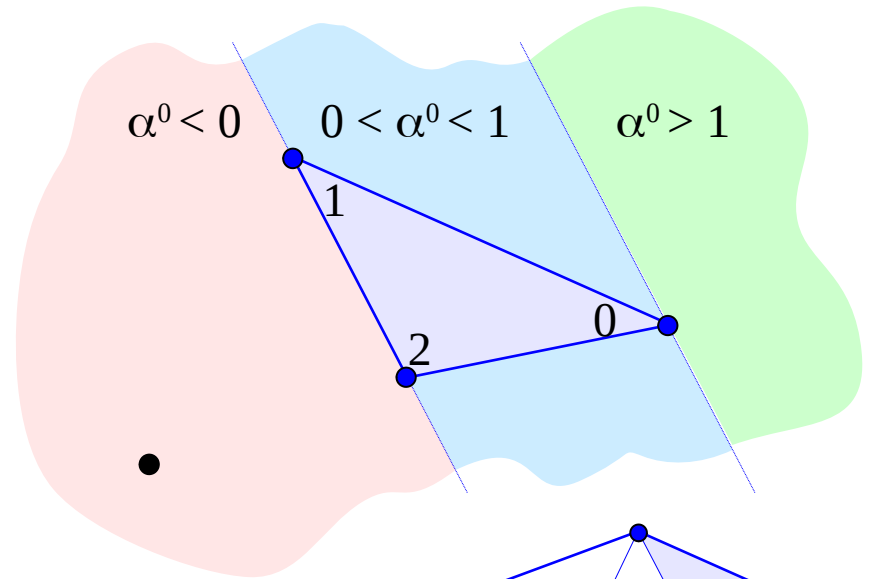
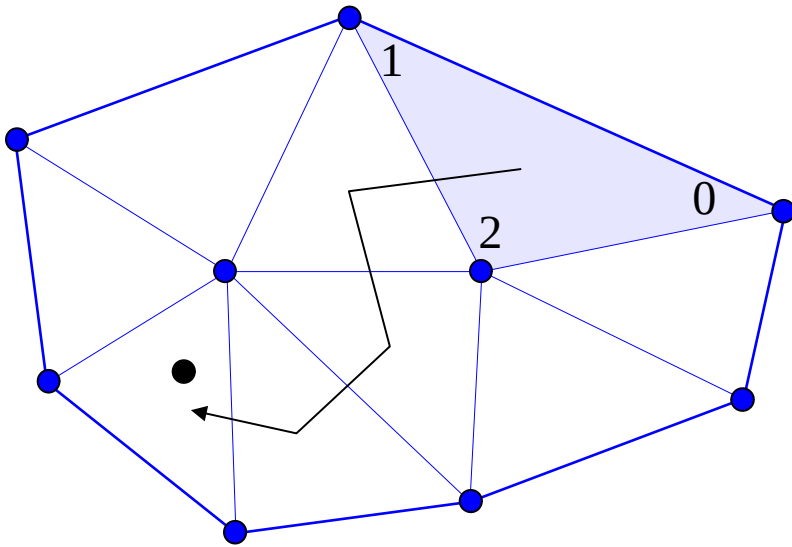
# Triangulación de Delaunay



# Construcción y Centro de Circunsferencia/Esfera

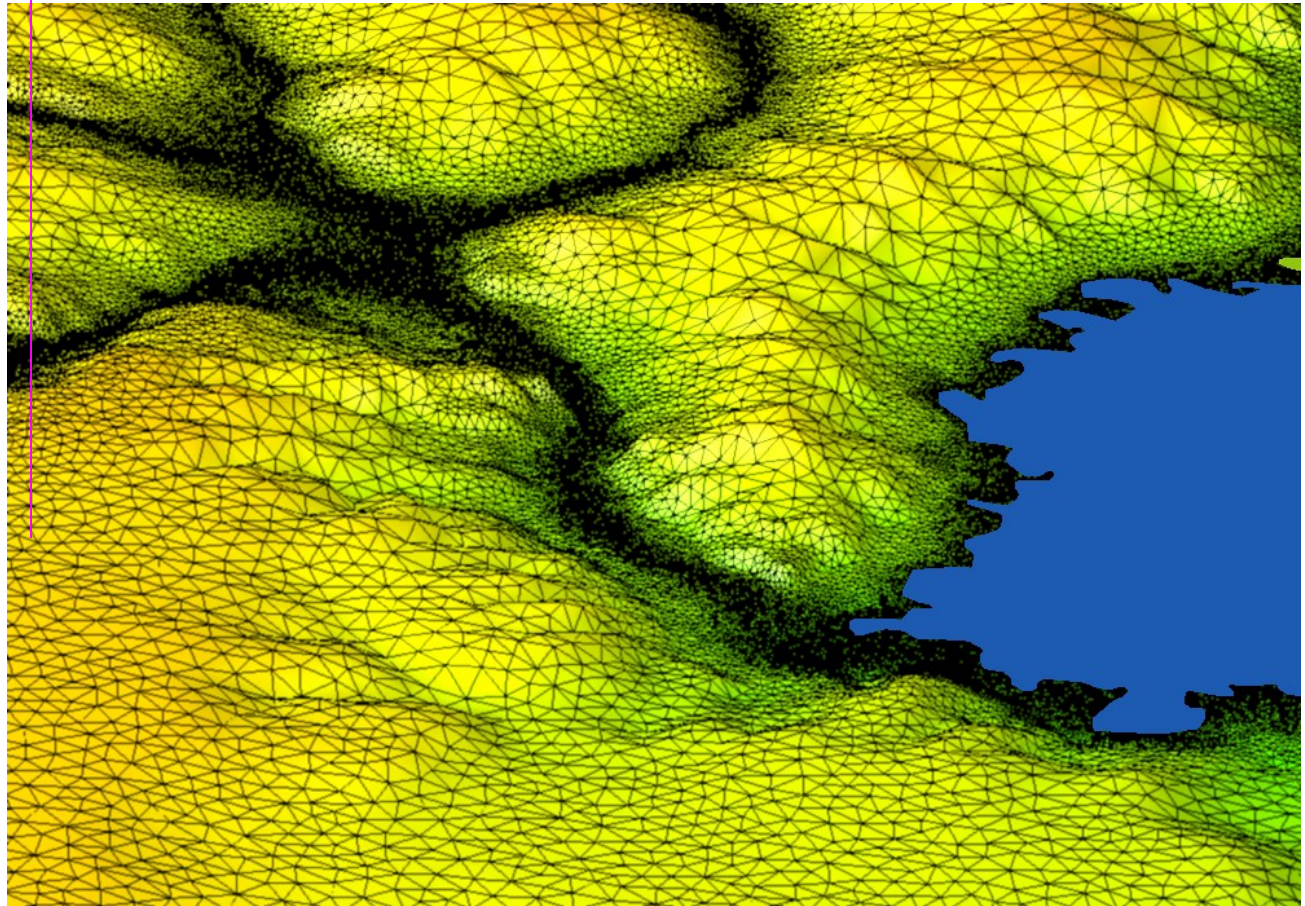
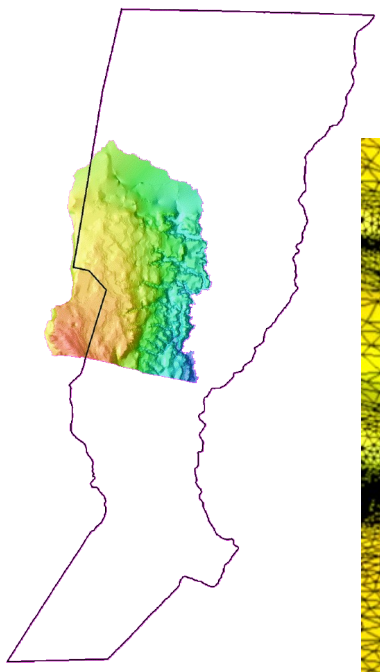


# Lineal Walk / Búsqueda Lineal





# Ejemplo: Triangulación en Interpolación



# Ejemplo: Free-Form Deformation

