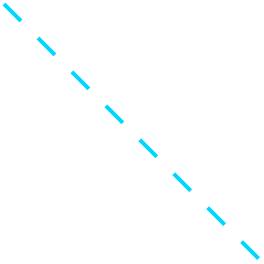
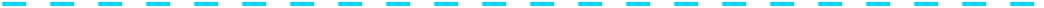
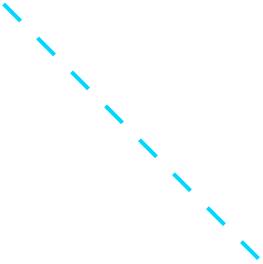


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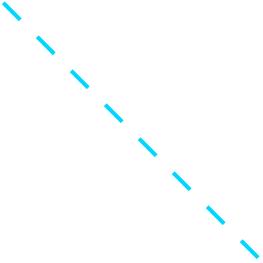


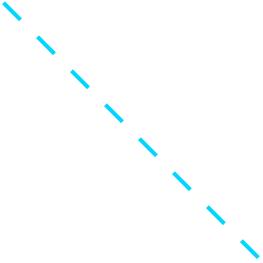


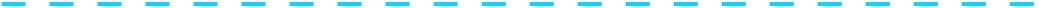


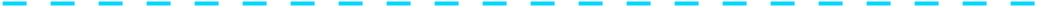


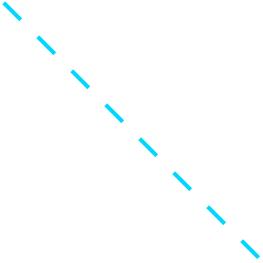


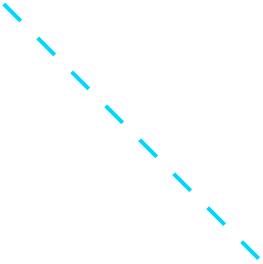


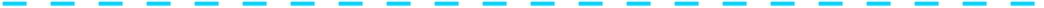


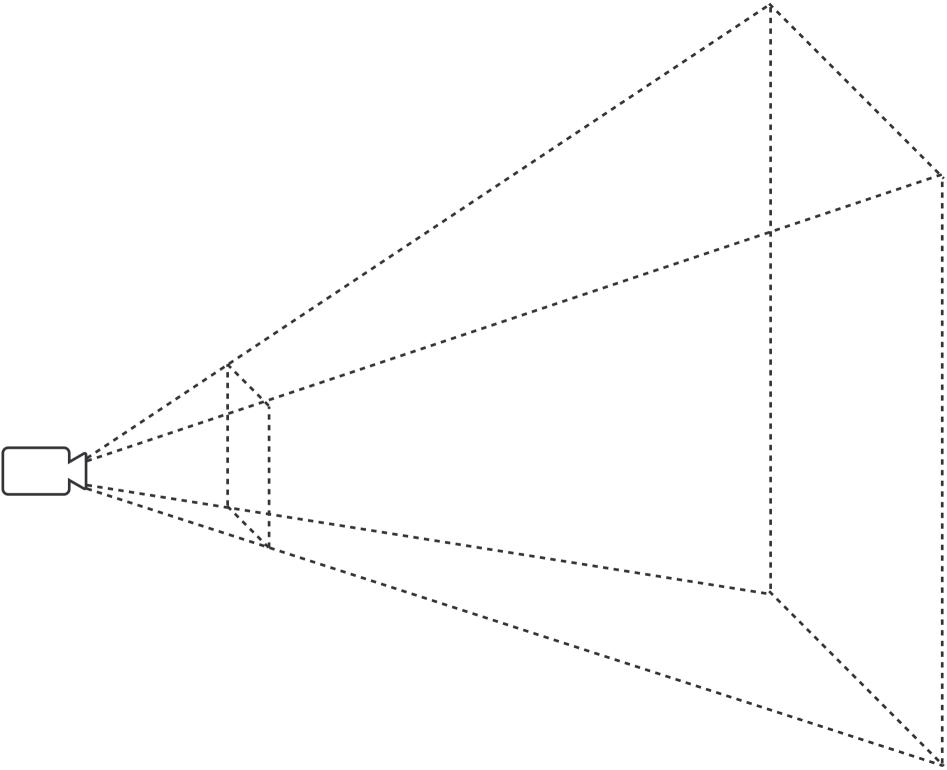














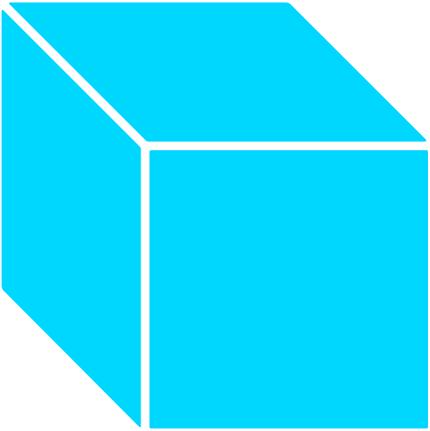


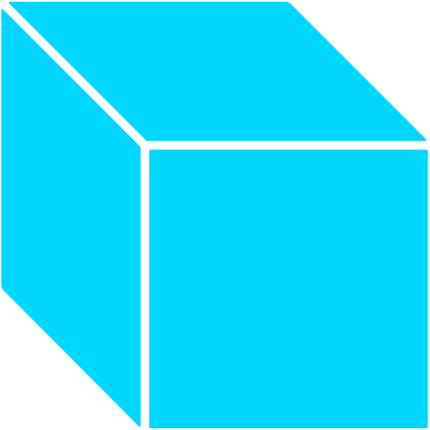


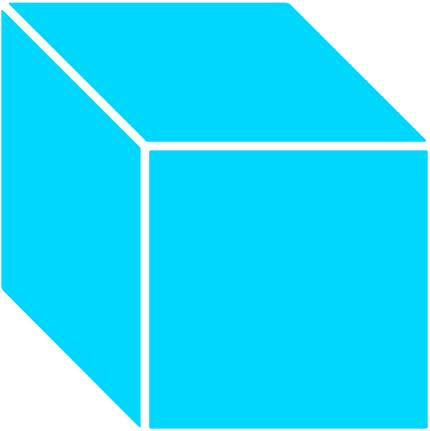


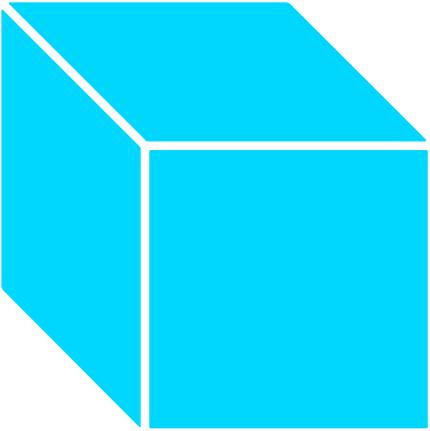


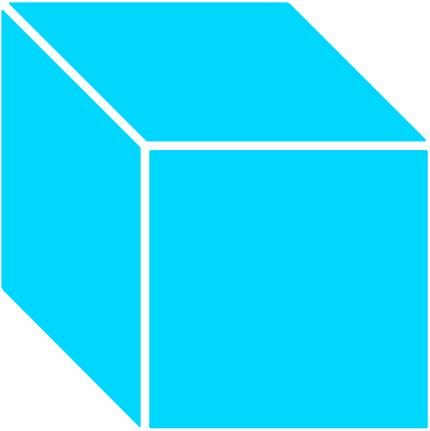


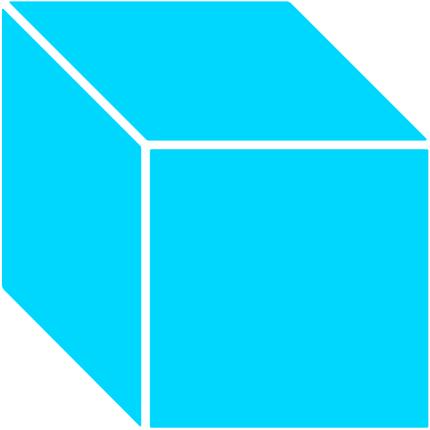














Optimization

Reducing Frustum Testing - Octree

distribution of points, save result in a tree structure

Split scene into parts according to

 Each octant (node) may contain more octants (nodes) or points (leaves)

 On frustum testing, instead of testing against each points linearly, testing against the octant tree

InstancedMesh to positions of intersected leaves

Transform positions of















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distribution of points, save result in a

tree structure

Each octant (node) may contain more

octants (nodes) or points (leaves)

On frustum testing, instead of testing

against each points linearly, testing

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Transform positions of

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