

















optimization

Reducing Frustum Testing - Octree

- Use 2 frustums to force instances only appear within a threshold, while keeping points far away still visible

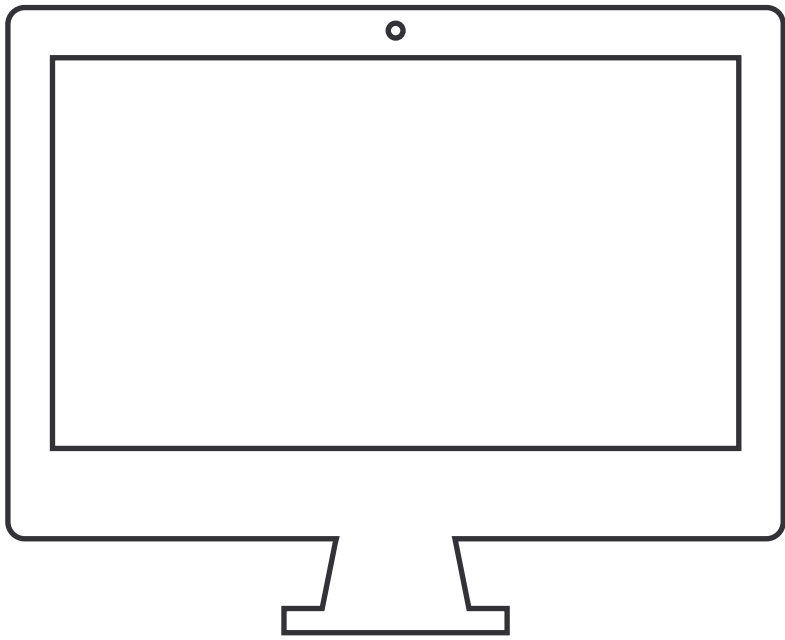
Performance is poor because of:

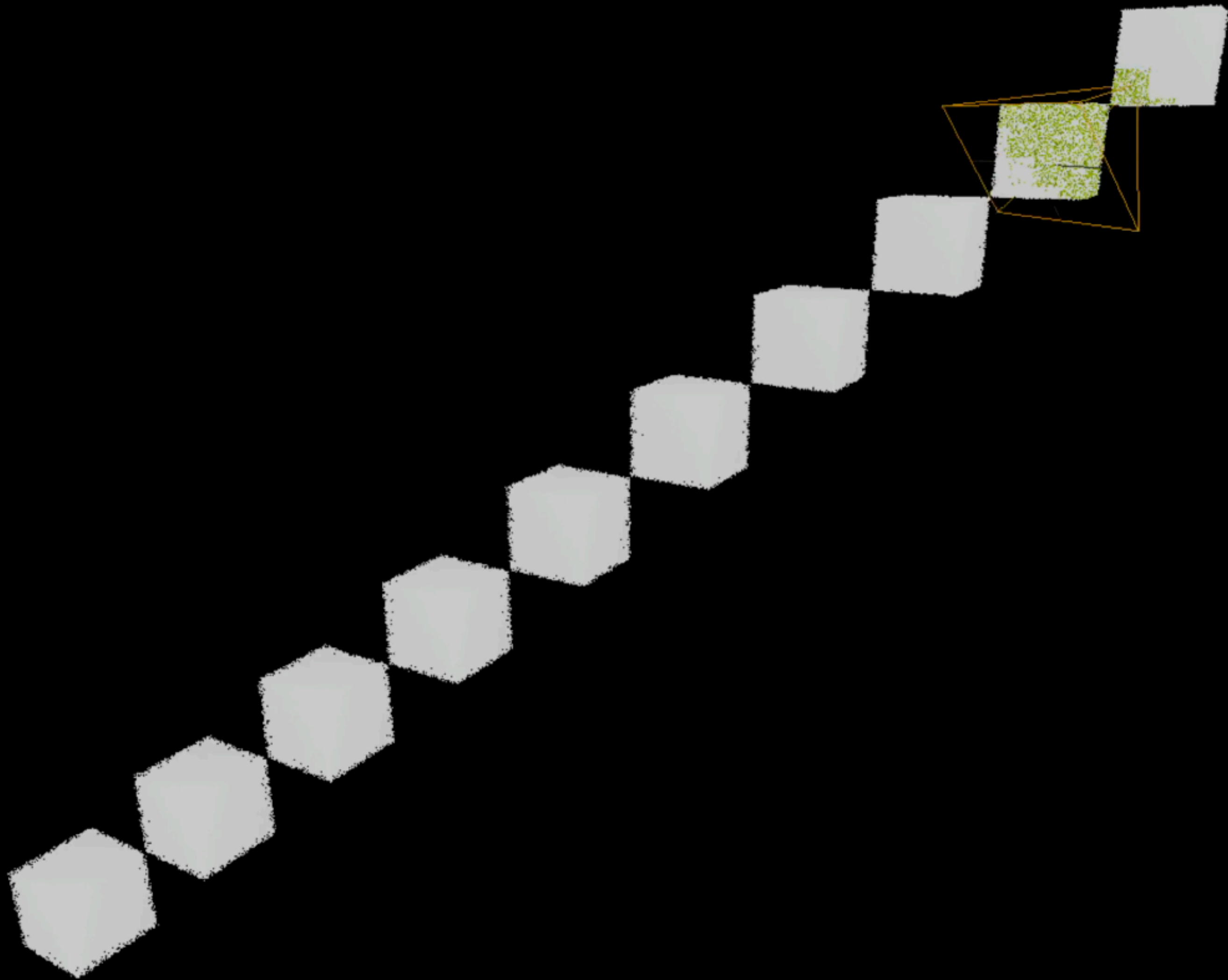
- Too many objects
- • Expensive frustum testing
- • Too many draw calls
- Unnecessary geometry complexity

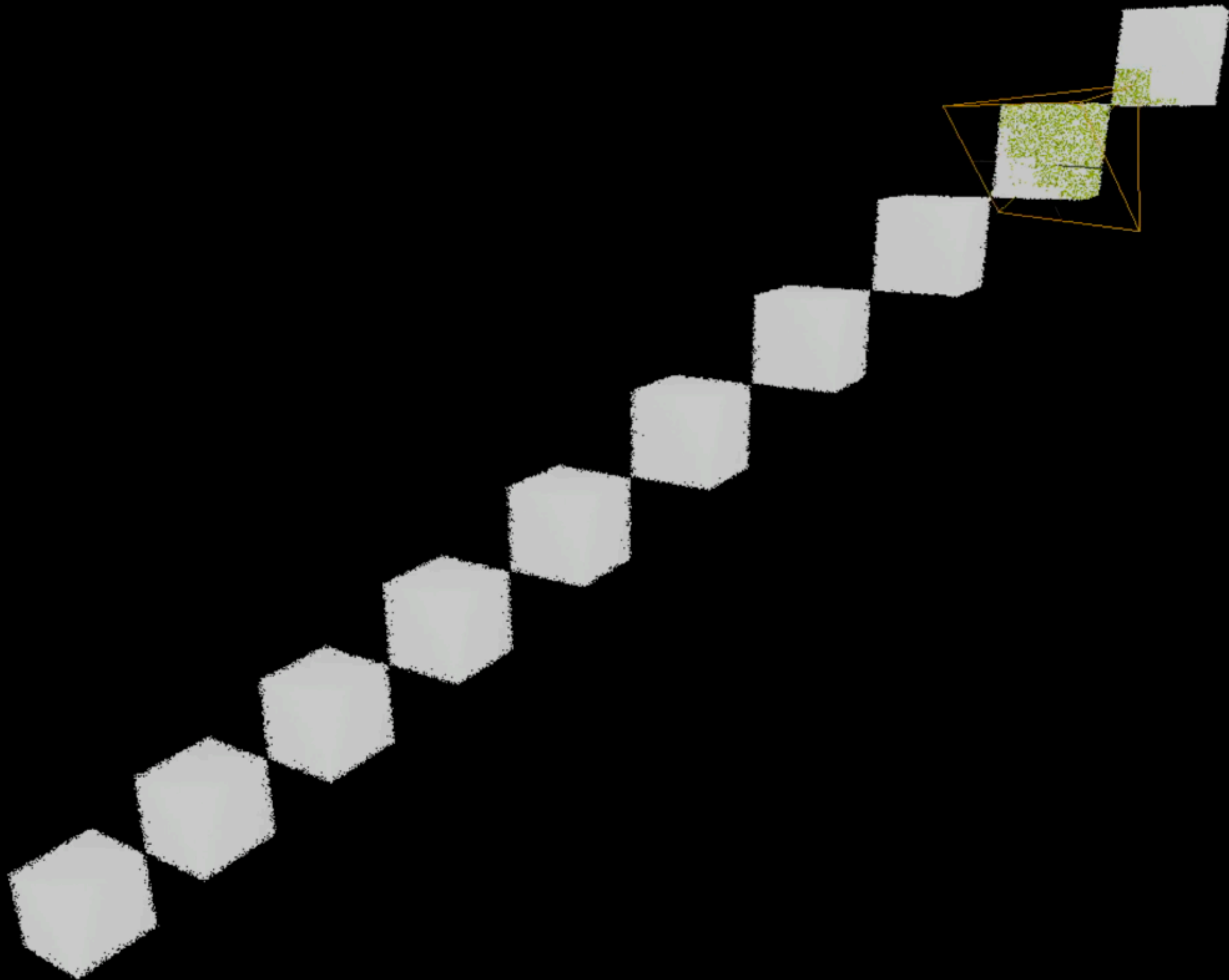


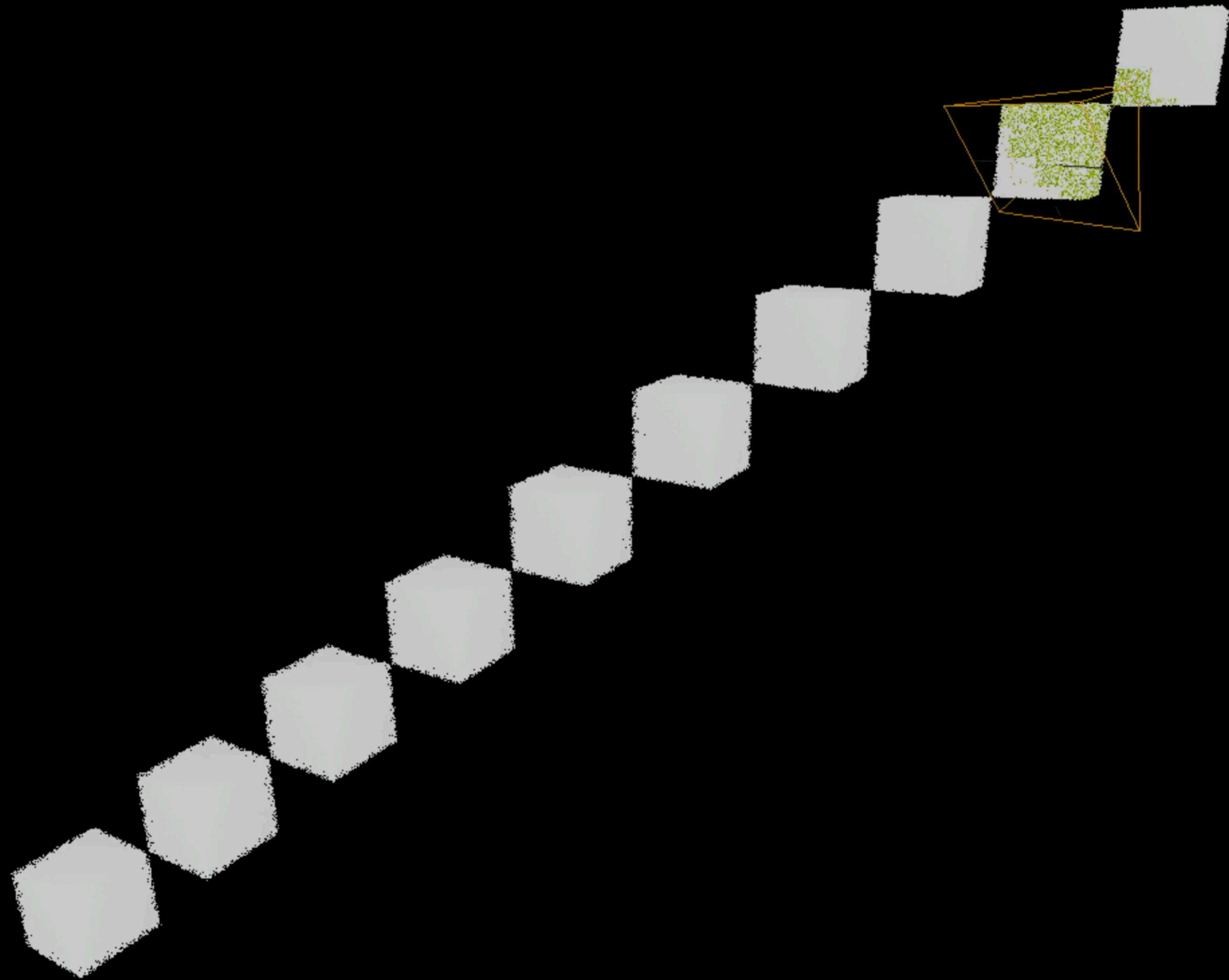




























Reducing Gen. Complexity - LOD

to distances to camera

levels of detail (LOD) according

• Render objects with different













instances only appear within a

• use 2 turns to force

far away still visible

threshold, while keeping prints











