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# Reducing Frustum Testing - Octree



- Split scene into parts according to 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 against the octant tree

- Transform positions of  
InstancedMesh to positions of  
intersected leaves

















• Split scene into parts according to

distribution of points, save result in a

tree structure

- Each agent (node) may contain more

actants(nodes) or points(leaves)



• On frustrating, instead of testing

against each point linearly, testing

against the octant tree

Transformations of

InstantiatedMesh to positions of

interests



