

					•	
	•		•			
•			•			
						•
	•	•		•		
			•			
		•				
•				•		
						•
		•				
	•	•		•	•	



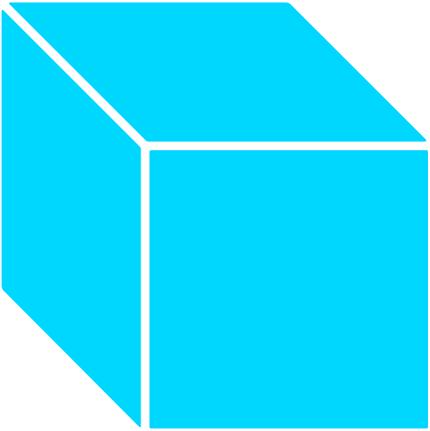


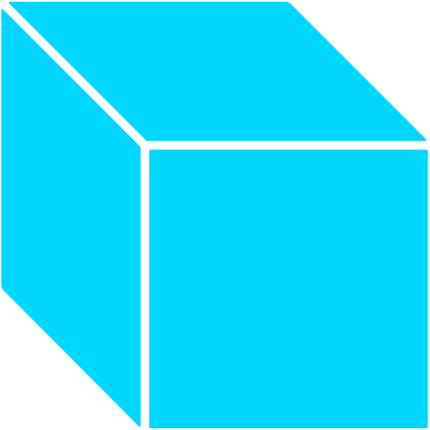


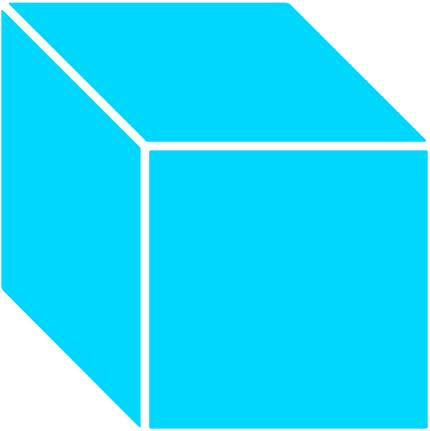


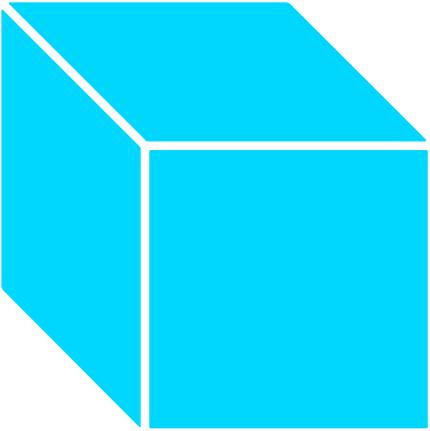


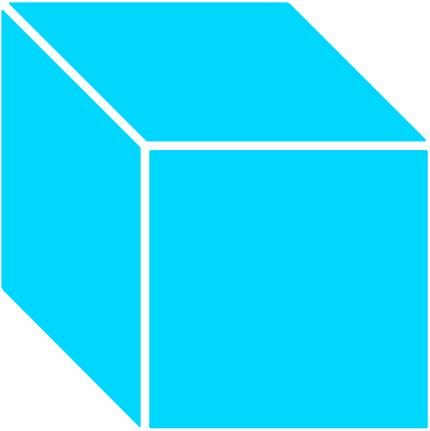


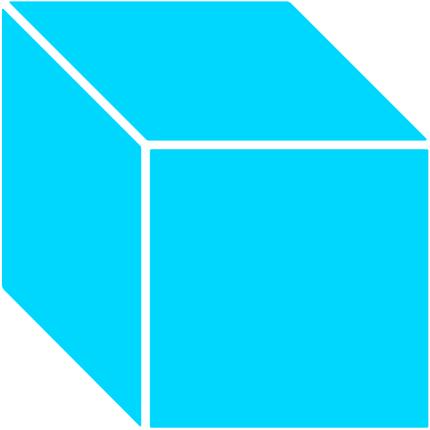














Optimization

Reducing Frustum Testing - Octree

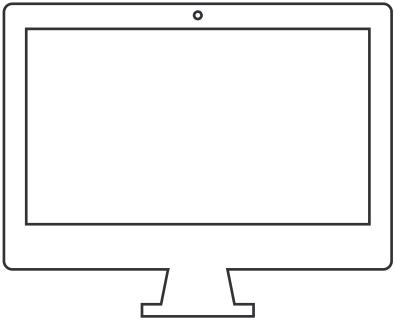
instances only appear within a threshold, while keeping points far away still visible

Use 2 frustums to force























threshold, while keeping points

instances only appear within a

Use 2 frustums to force

far away still visible