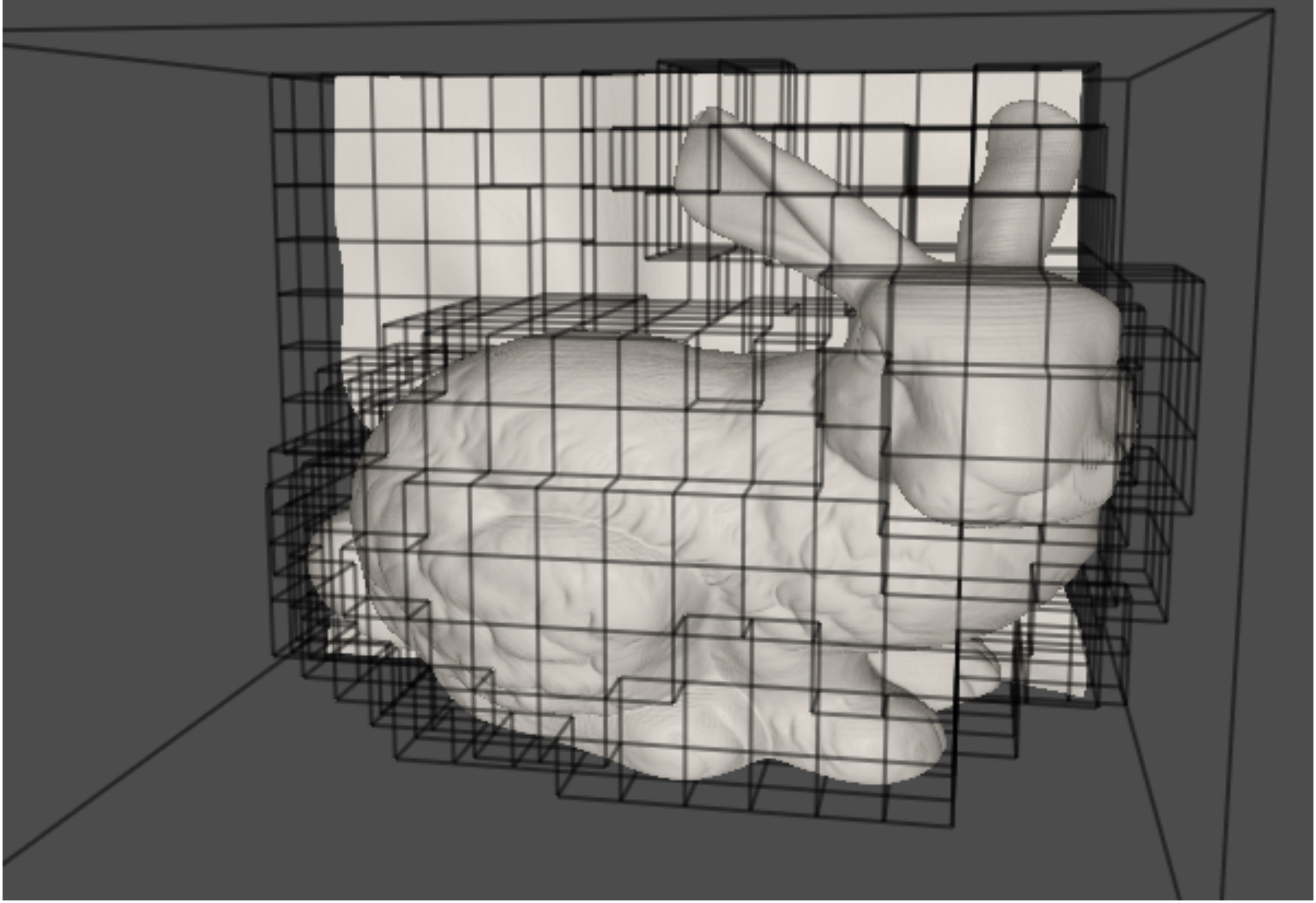
- Volume rendering
- Number of texture accesses per pixel
  darker → more accesses
- Create the grid of filled voxels

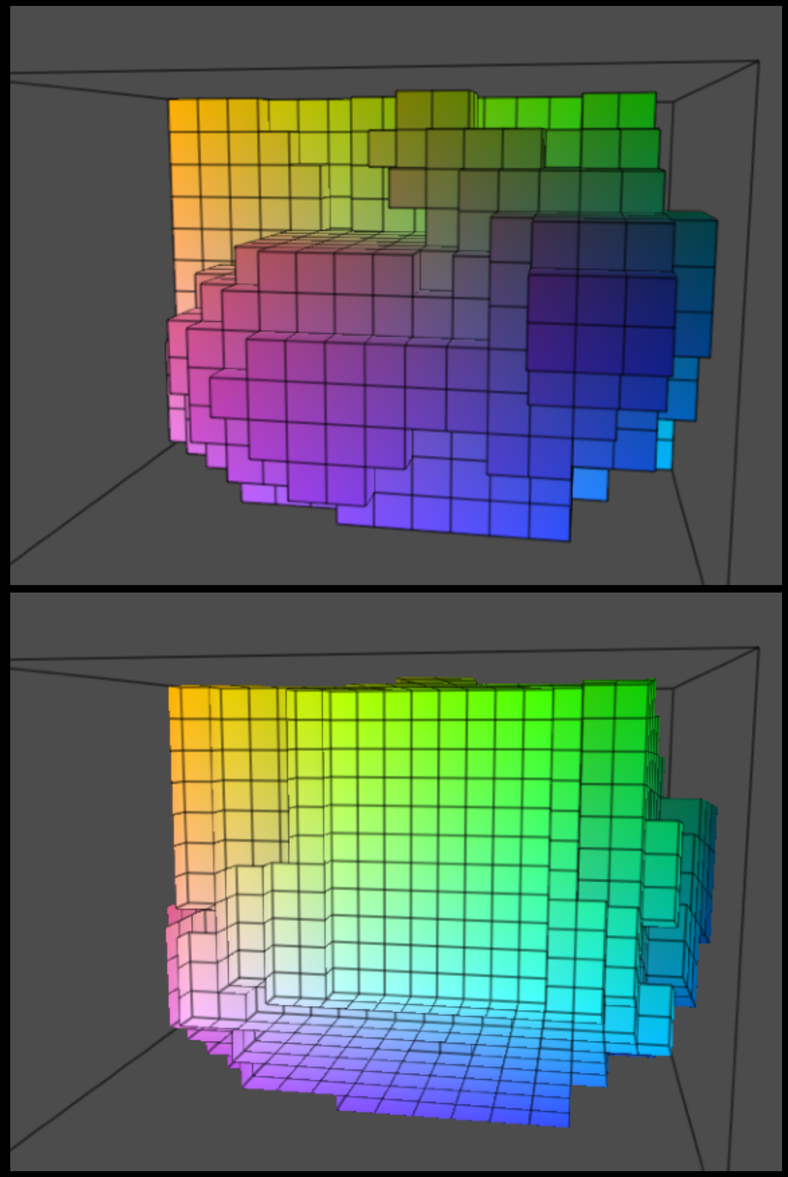
NYU

8,120,694 texture accesses



Object-Order Empty Space Skipping

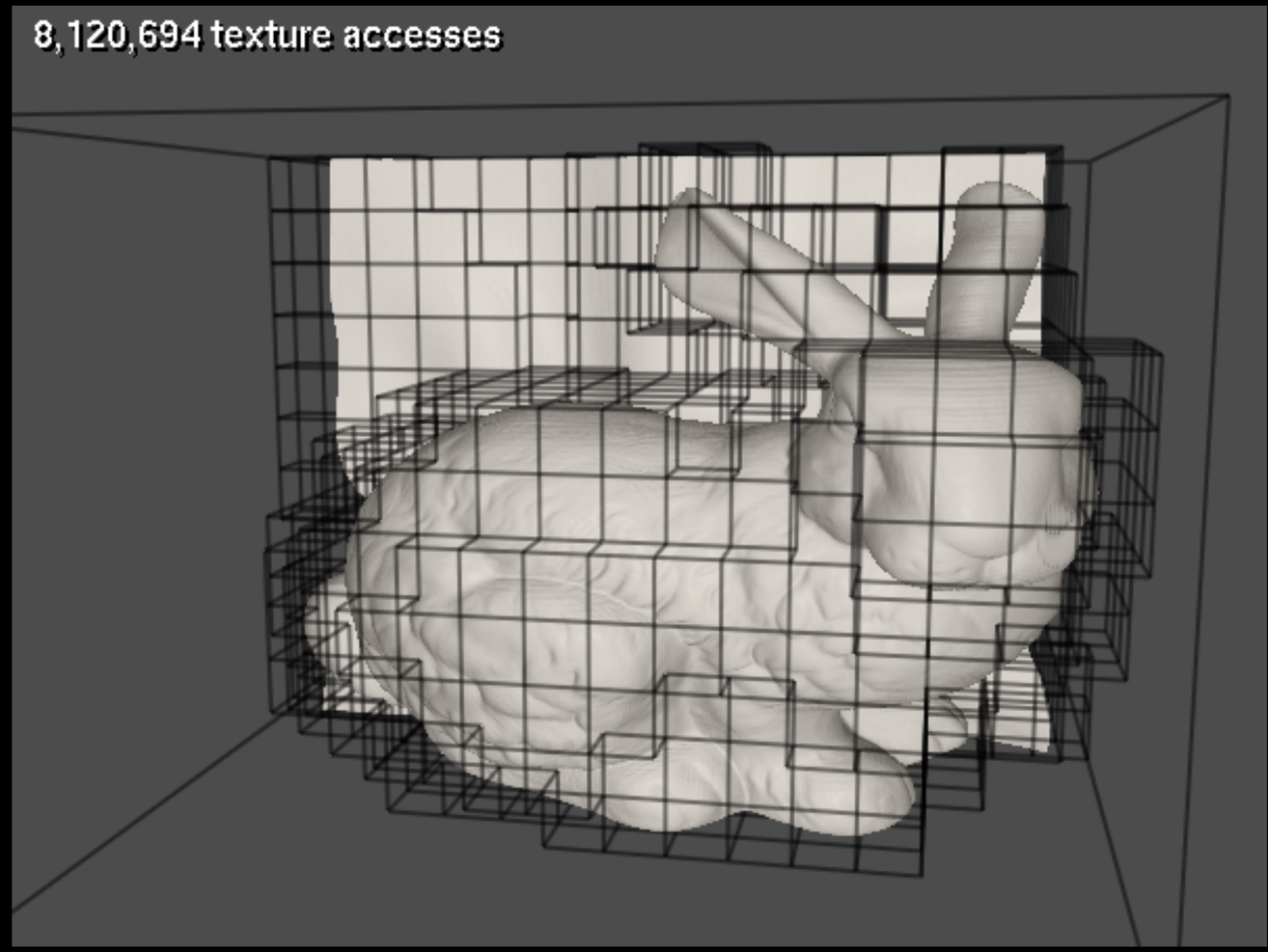
- Volume rendering
- Number of texture accesses per pixel
  darker → more accesses
- Create the grid of filled voxels
- Render entry and exit point images



Images from http://haferburg.github.io

Object-Order Empty Space Skipping

- Volume rendering
- Number of texture accesses per pixel
  darker → more accesses
- Create the grid of filled voxels



Images from http://haferburg.github.io