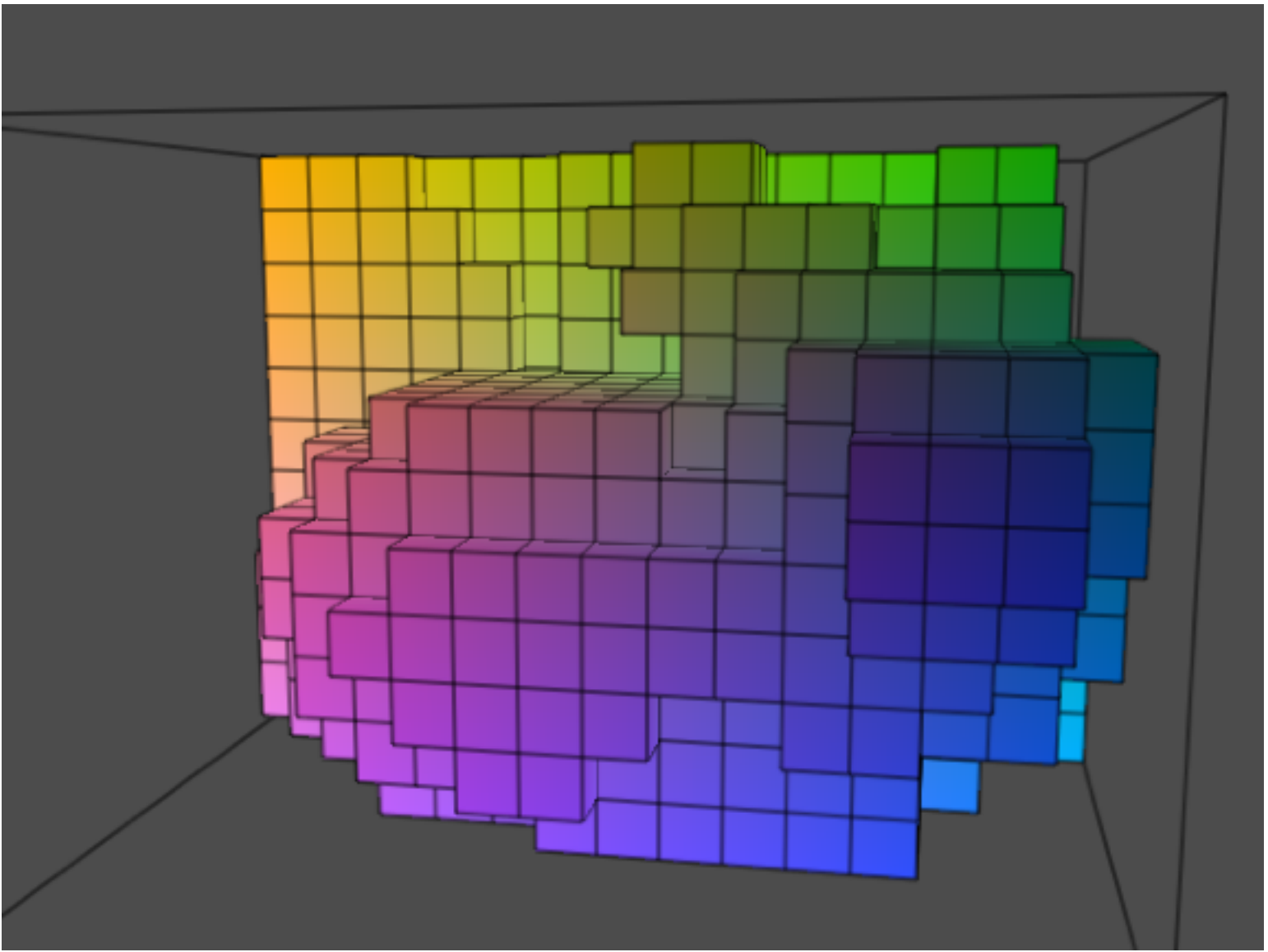


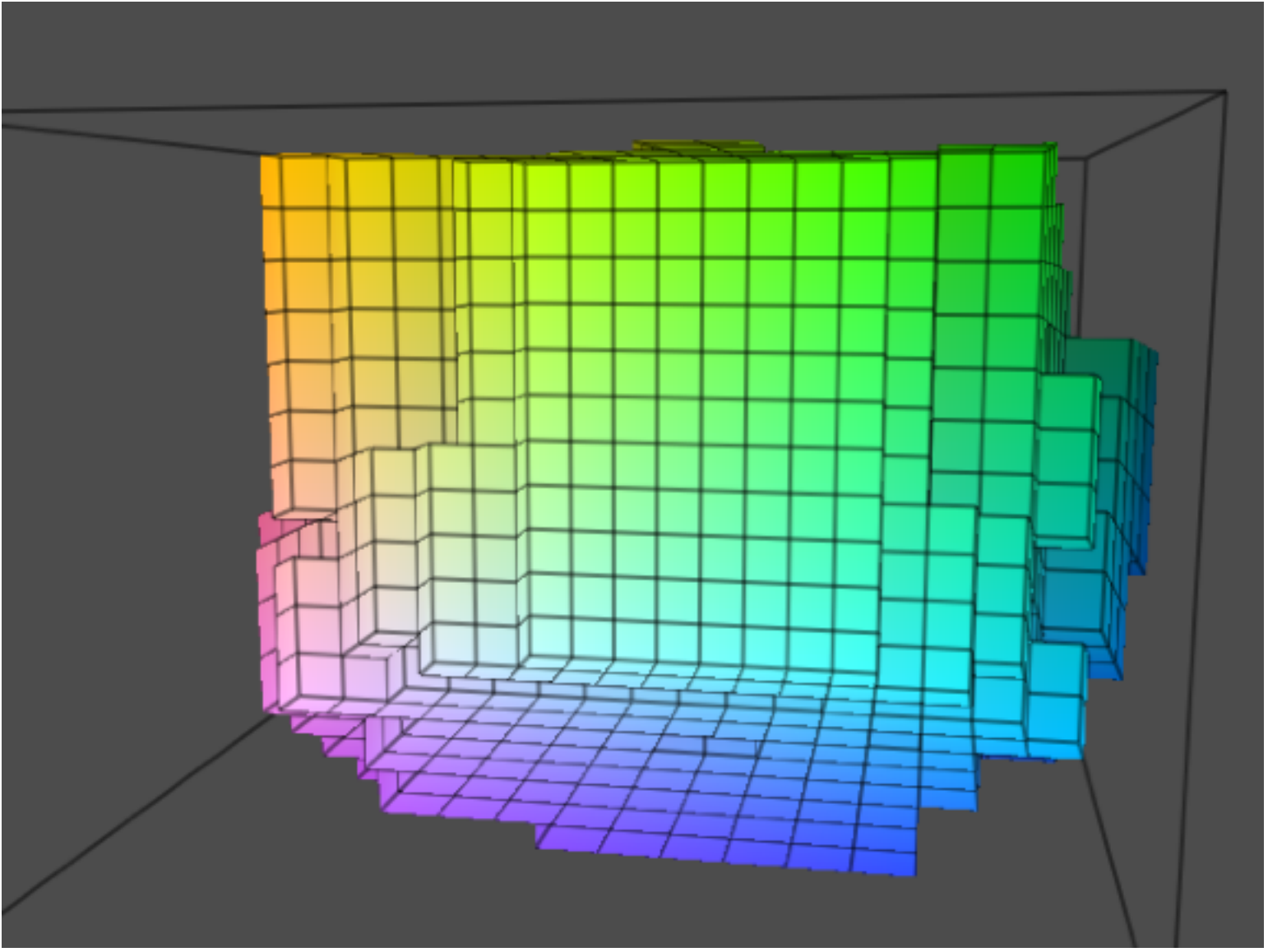
- Volume rendering
- Number of texture accesses per pixel
darker → more accesses
- Create the grid of filled voxels
- Render entry and exit point images



NYU

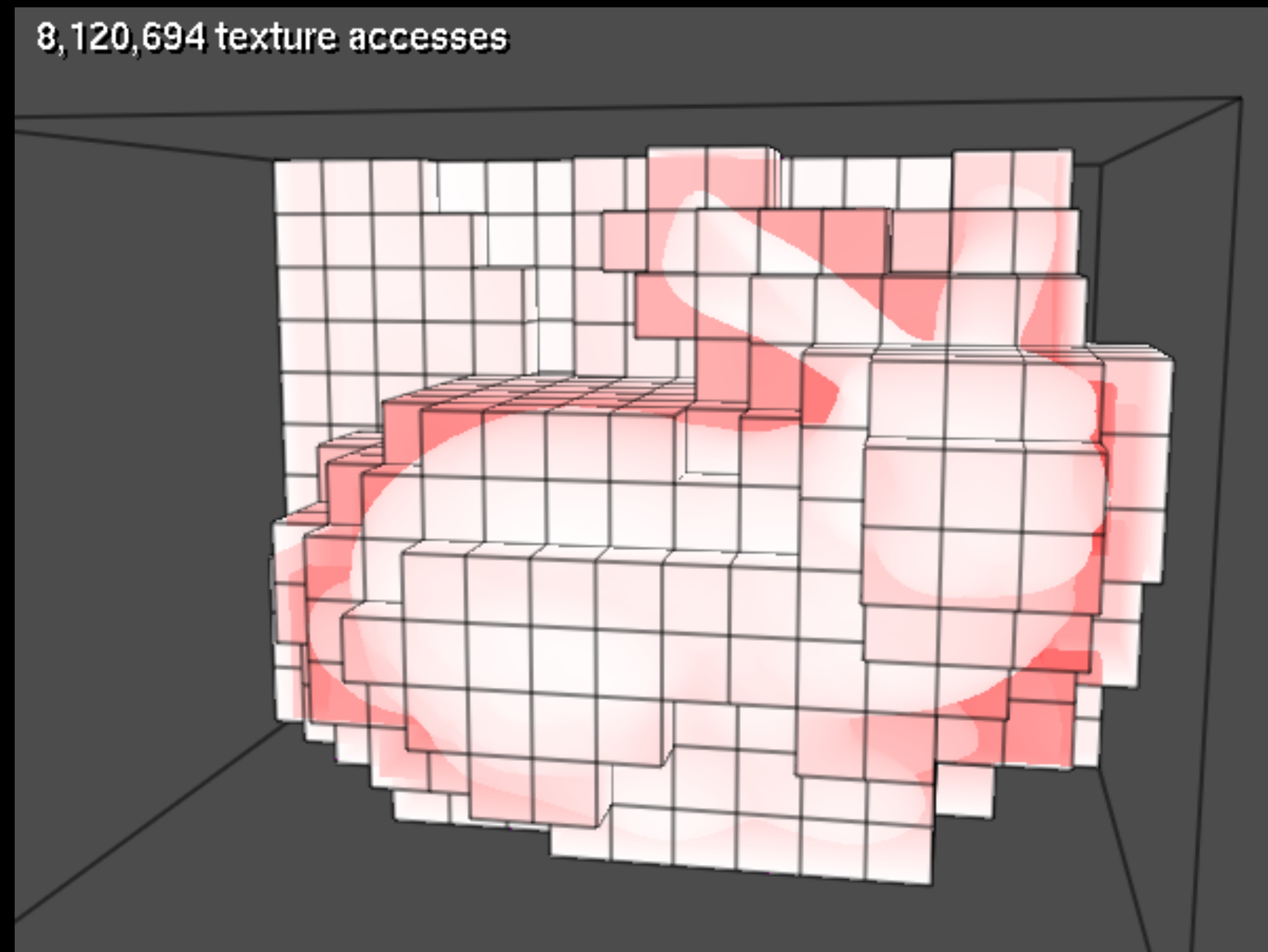






OBJECT-ORDER EMPTY SPACE SKIPPING

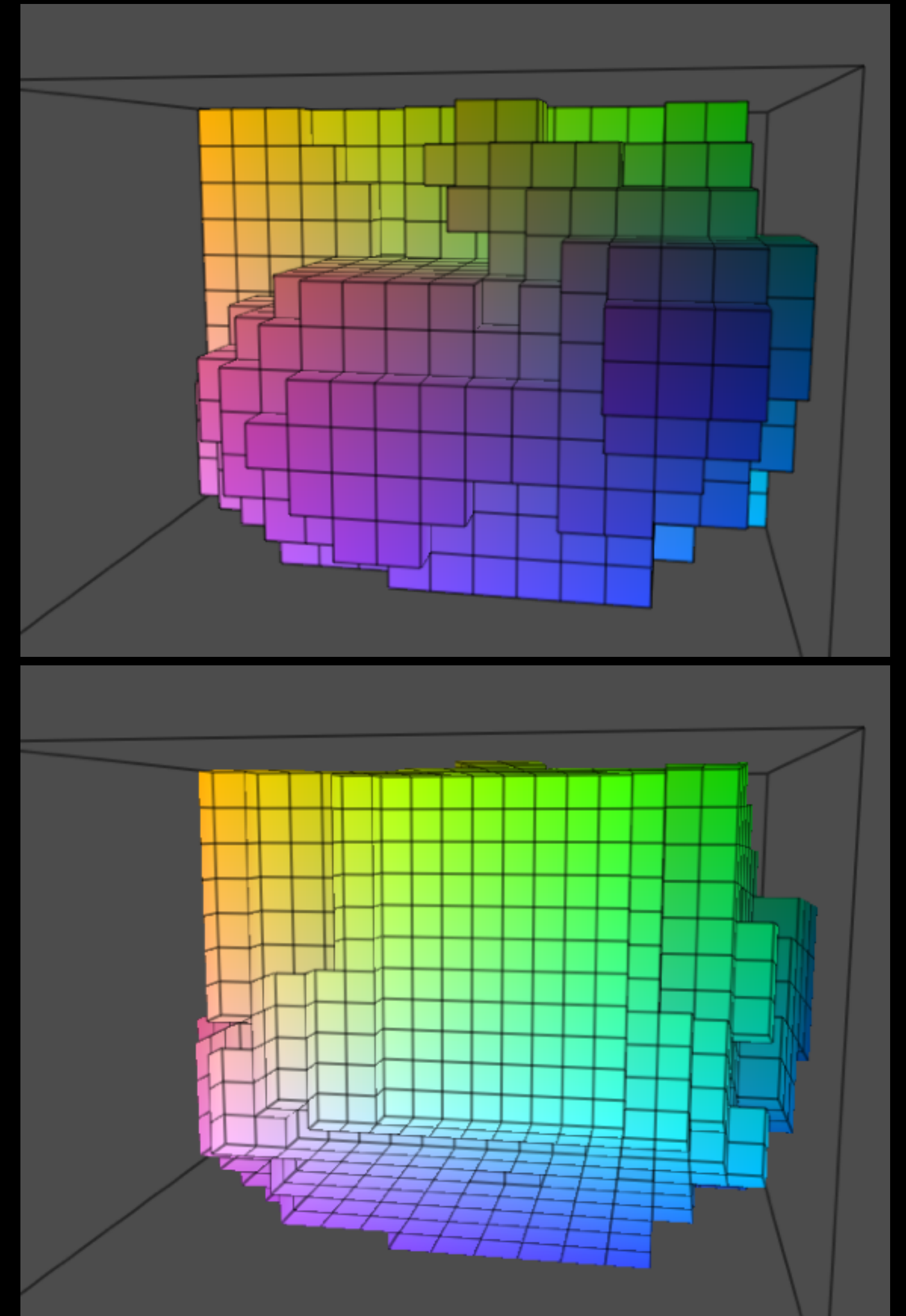
- Volume rendering
- Number of texture accesses per pixel darker → more accesses
- Create the grid of filled voxels
- Render entry and exit point images
- Initiate volume rendering
- Saving, in this case, about 82% of texture accesses



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
- Render entry and exit point images



Images from <http://haferburg.github.io>