

- During sampling:
 1. Get position of sample in volume coordinates
 2. Determine the desired octree level
 3. Load the correct block from the octree
 4. Convert global sample position to local coordinate system
 5. Sample in block



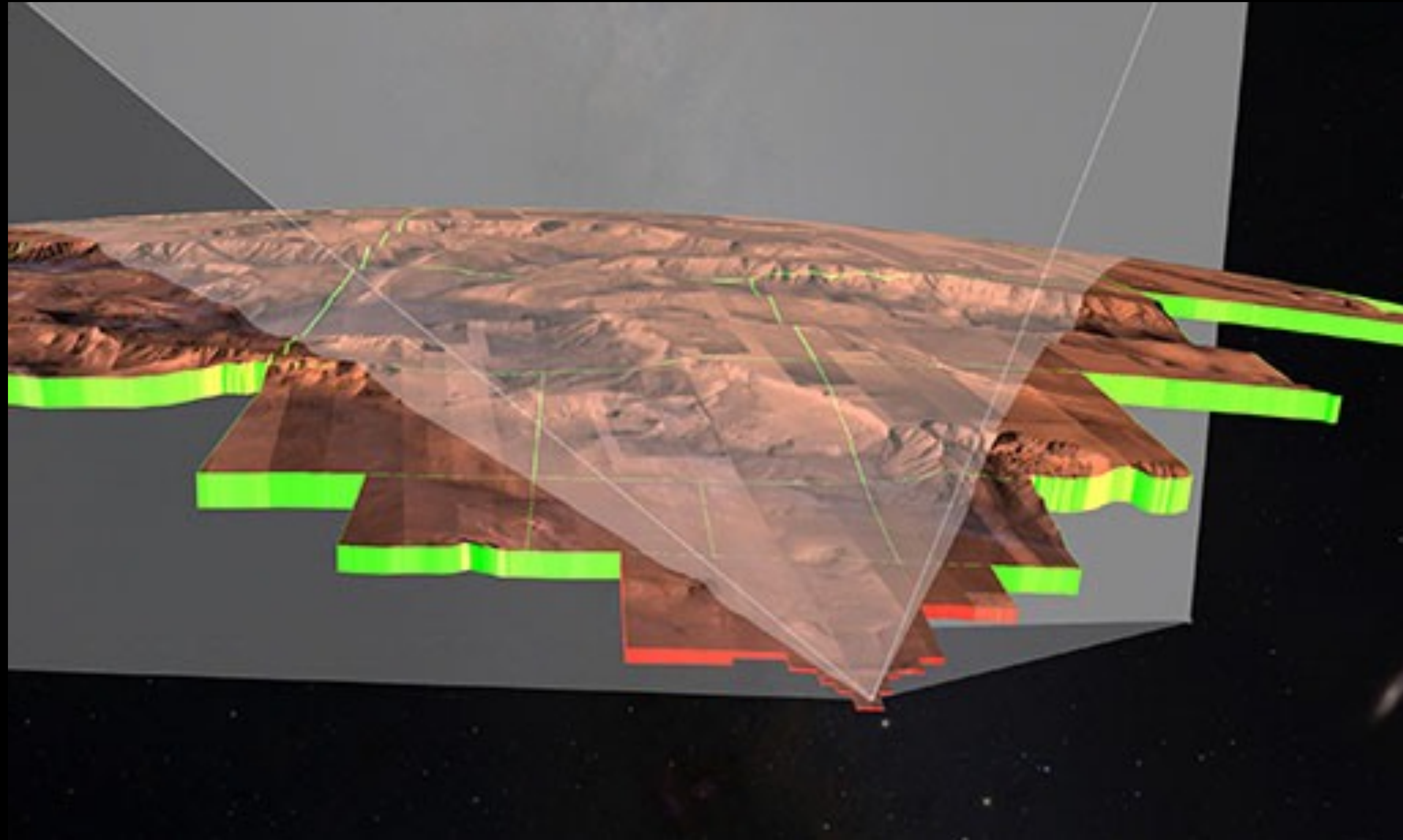
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OCTREE LEVEL TRAVERSAL

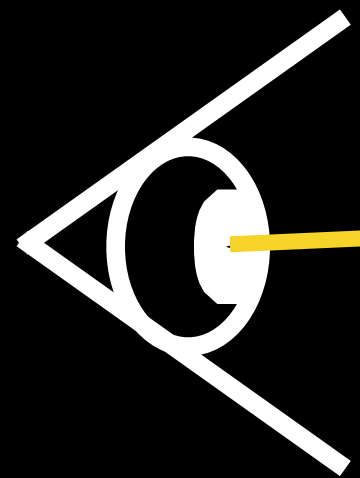
- Good first heuristic:
The closer a block is to the camera, the higher level to use



OCTREE-BASED VOLUME RENDERING

- During sampling:

1. Get position of sample in volume coordinates
2. Determine the desired octree level



3. Load the correct block from the octree
4. Convert global sample position to local coordinate system
5. Sample in block

