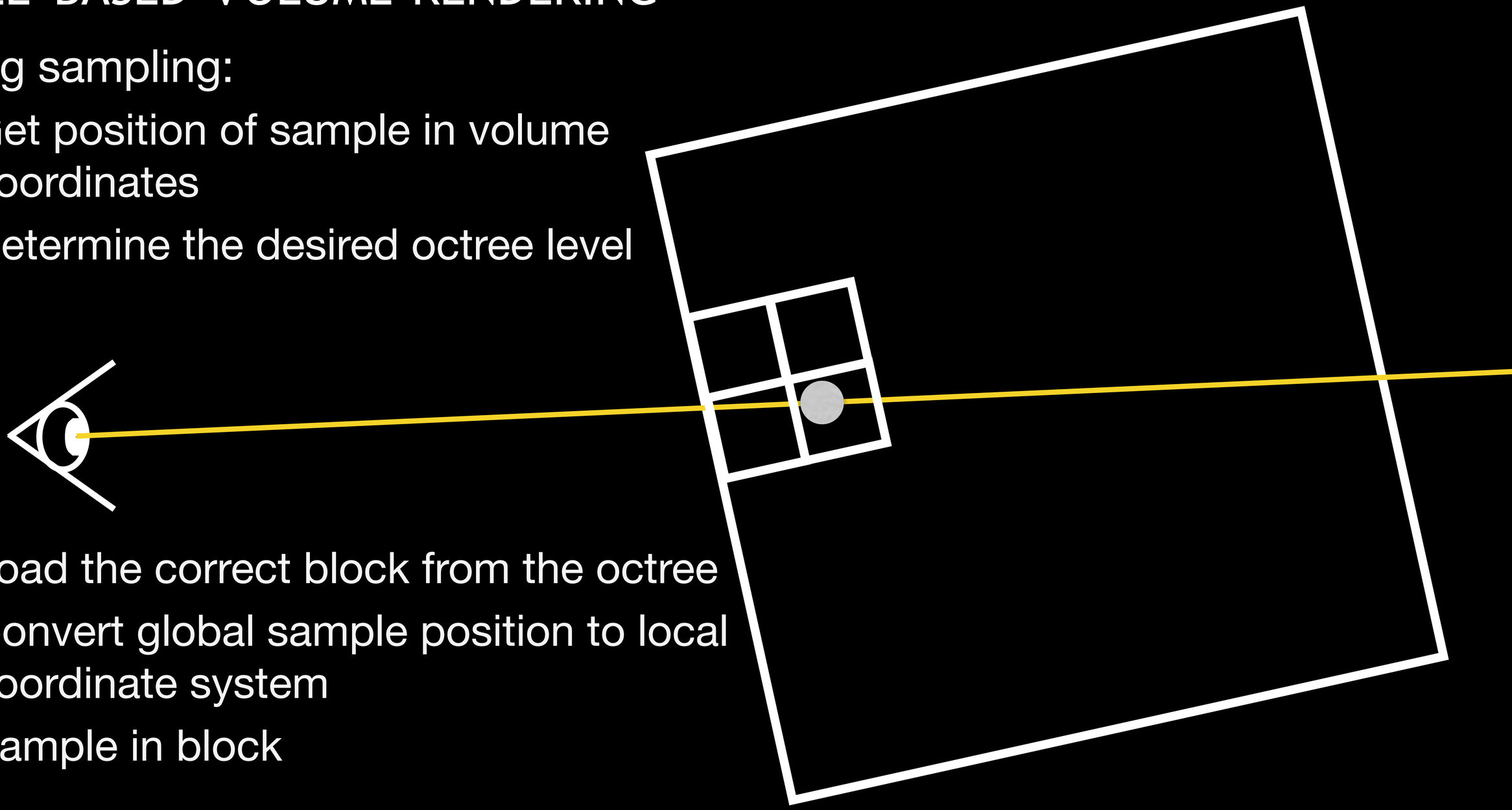
- Quadtree: Spatial subdivision in 2D
- Octree: Spatial subdivision in 3D

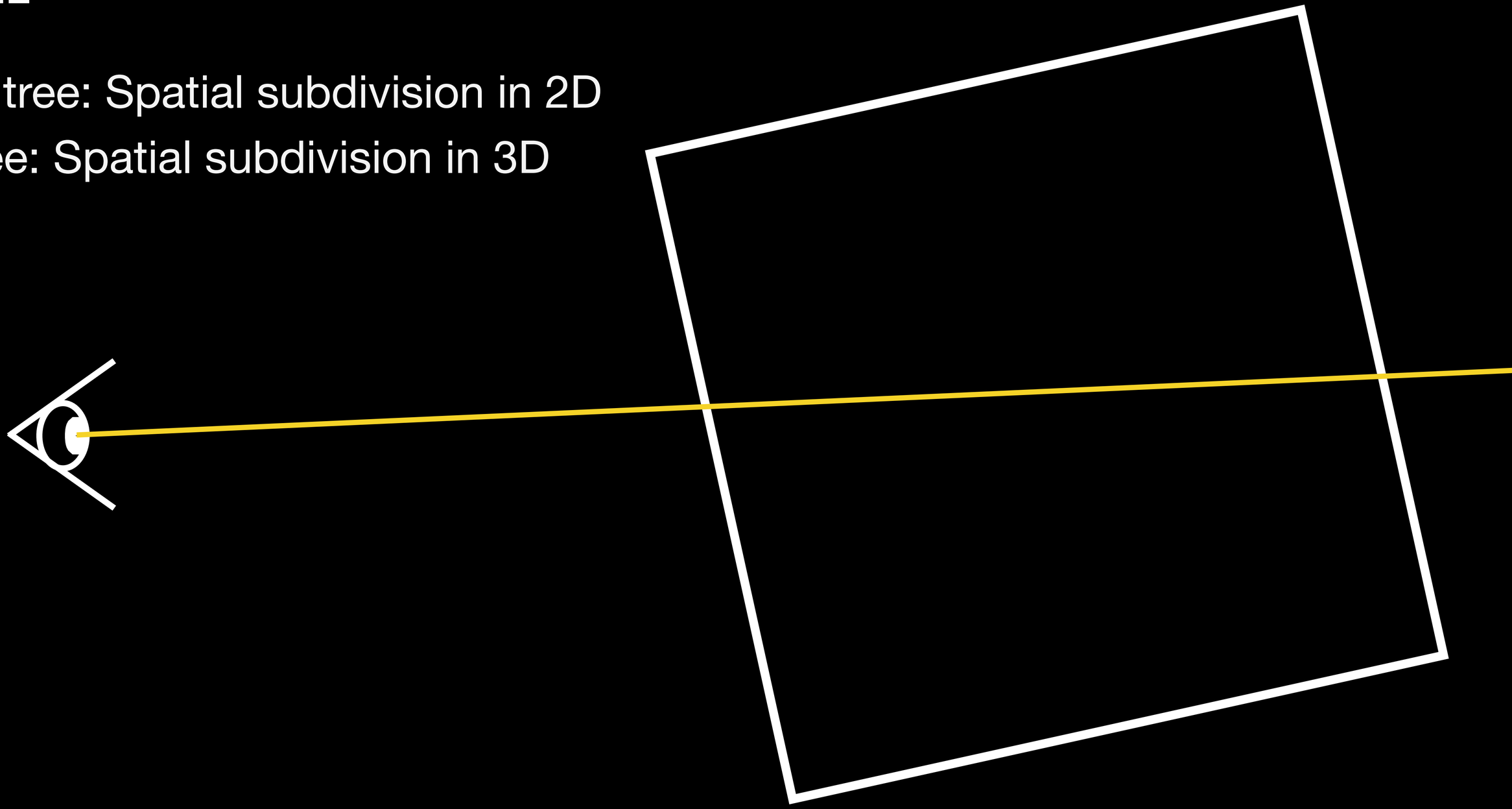
NYU

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

Octree

- Quadtree: Spatial subdivision in 2D
- Octree: Spatial subdivision in 3D