NYU

- Slides:
  - http://alexanderbock.eu/lectures/2018/ds_ga_3001_017_volumerendering_optimization.pdf
  - http://alexanderbock.eu/lectures/2018/ds_ga_3001_017_volumerendering_optimization/

Why Not Brute-Force

- 1. Video
  - 4K HDR video (raw)
    3840*2160 pixels/frame * 3 colors/pixel * 10 bits/color / 8 bits/bytes * 60 frames/second = 1.866 GB/s
- 2. Time-varying volumetric rendering

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