





- Volume rendering
- Number of texture accesses per pixel  
darker → more accesses





NYU









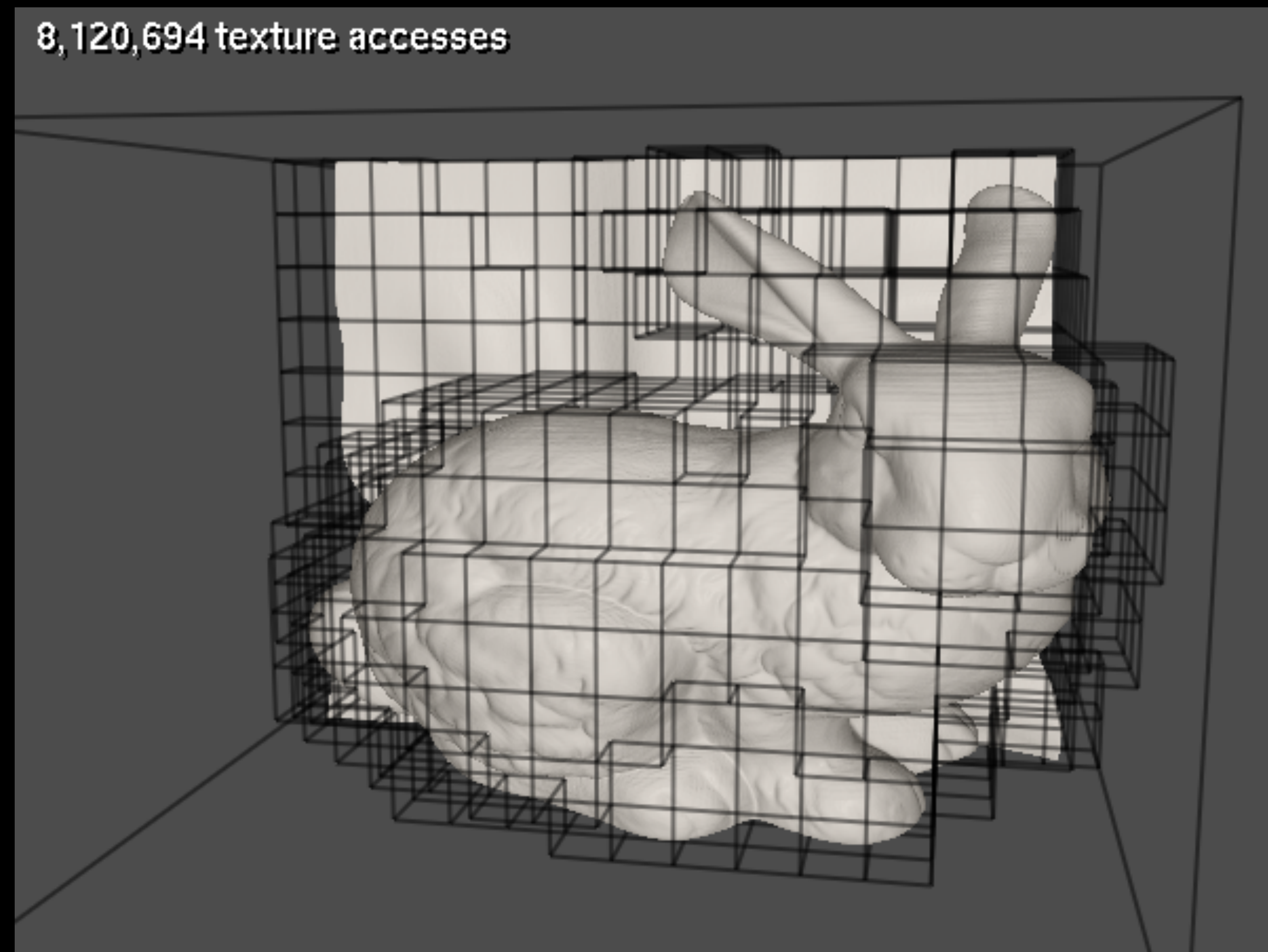


49,328,034 texture accesses



# OBJECT-ORDER EMPTY SPACE SKIPPING

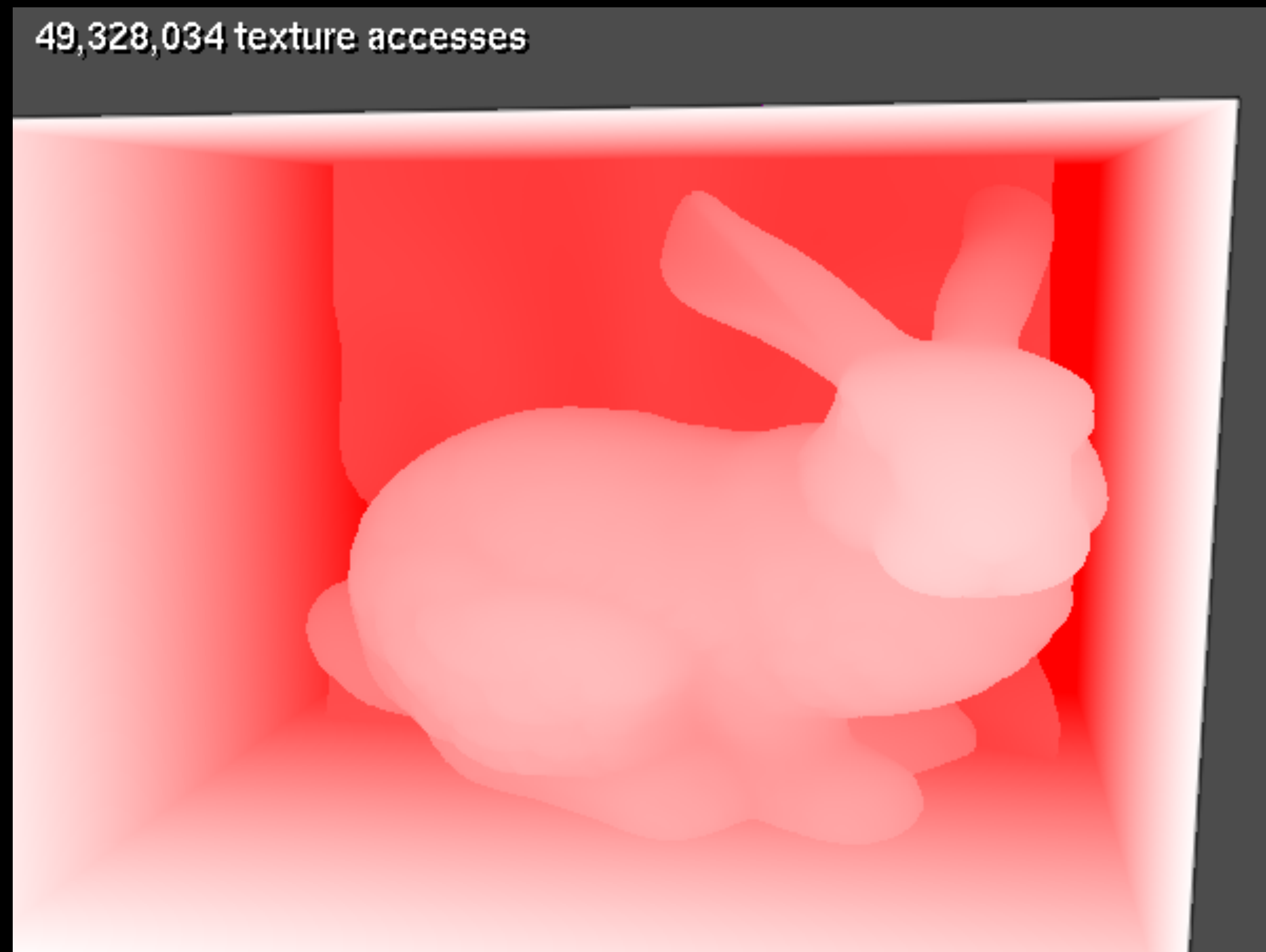
- Volume rendering
- Number of texture accesses per pixel darker → more accesses
- Create the grid of filled voxels



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

# OBJECT-ORDER EMPTY SPACE SKIPPING

- Volume rendering
- Number of texture accesses per pixel darker → more accesses



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