

Volume rendering

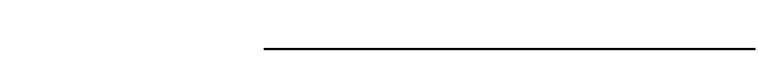




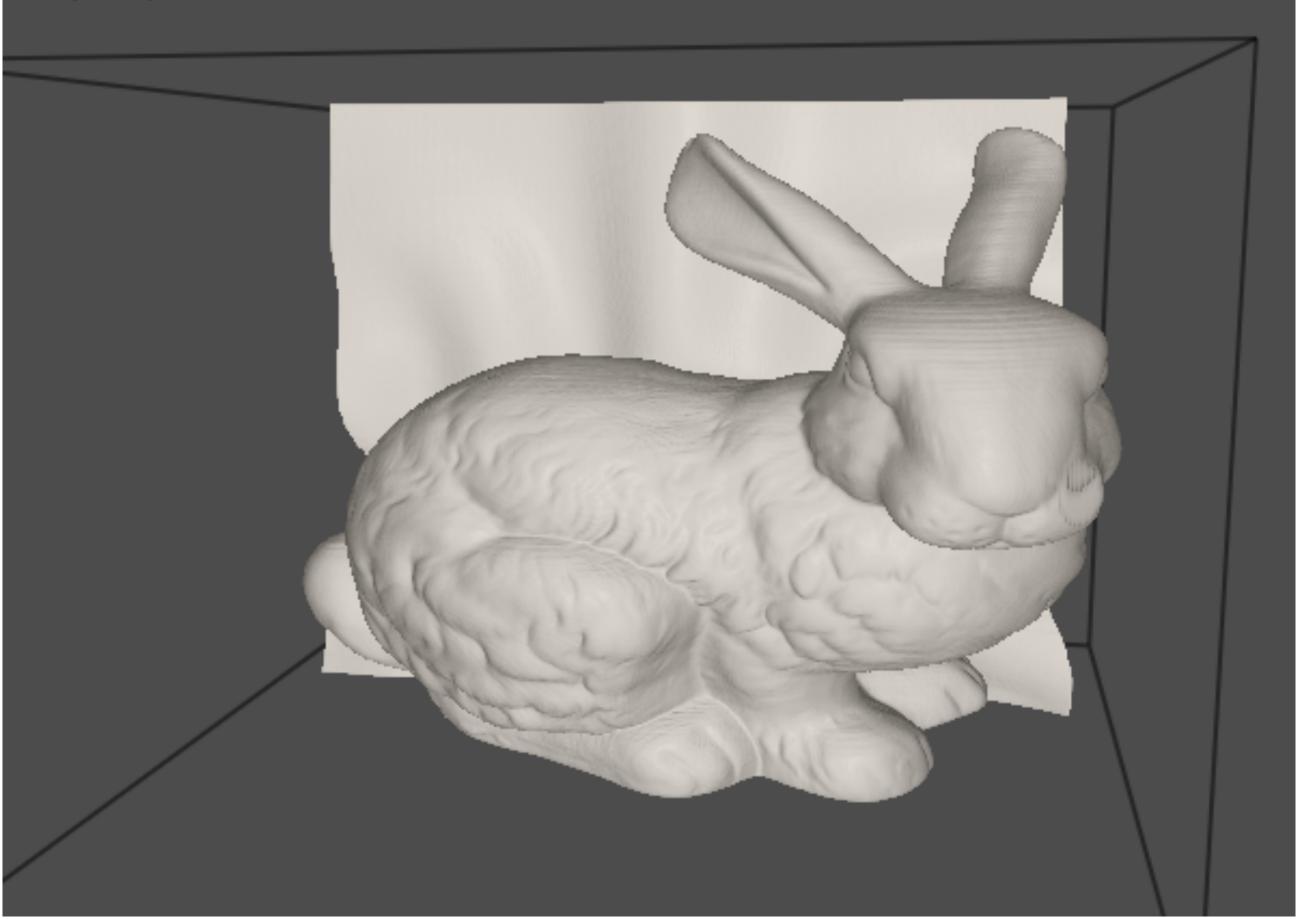






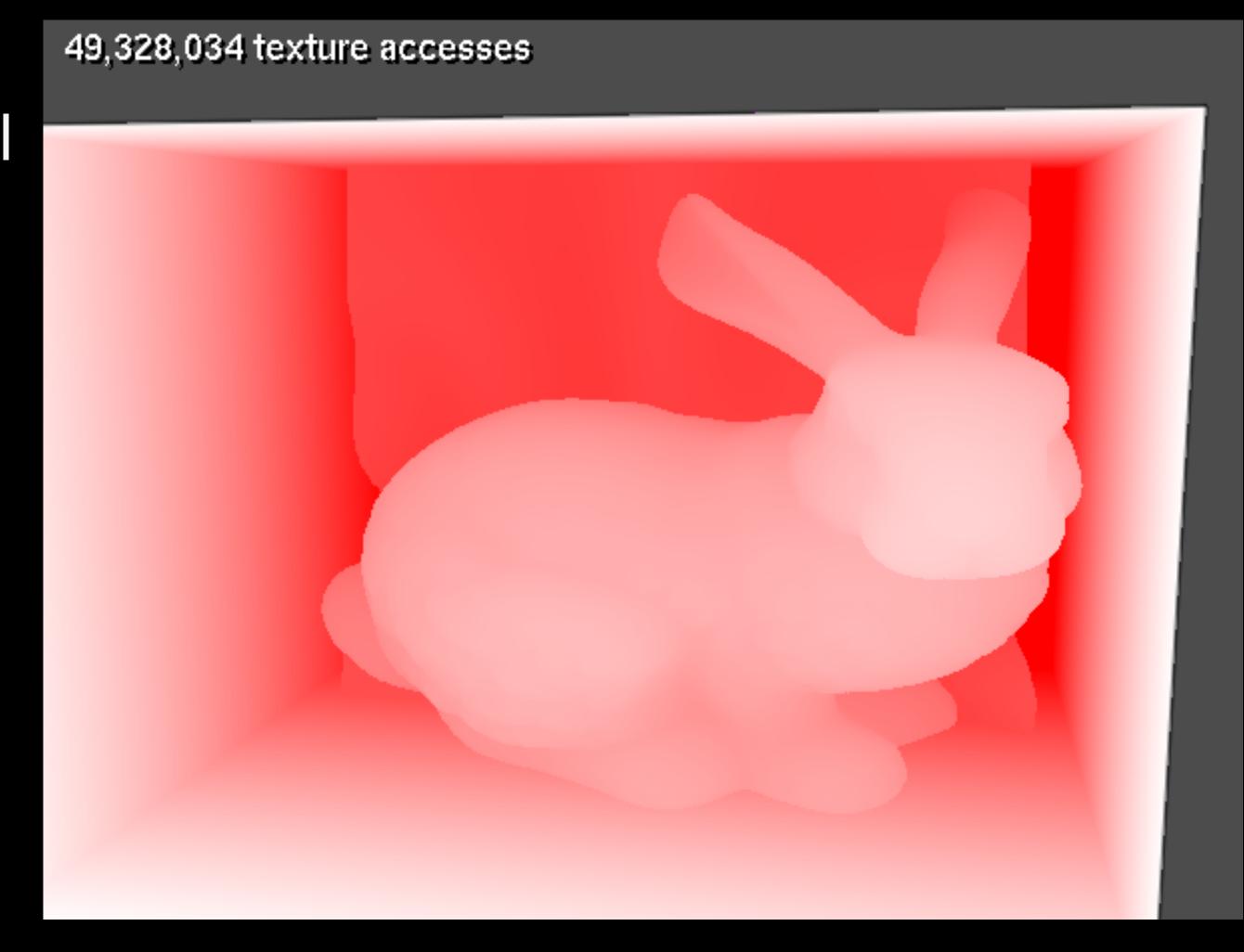


49,328,034 texture accesses



## OBJECT-ORDER EMPTY SPACE SKIPPING

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

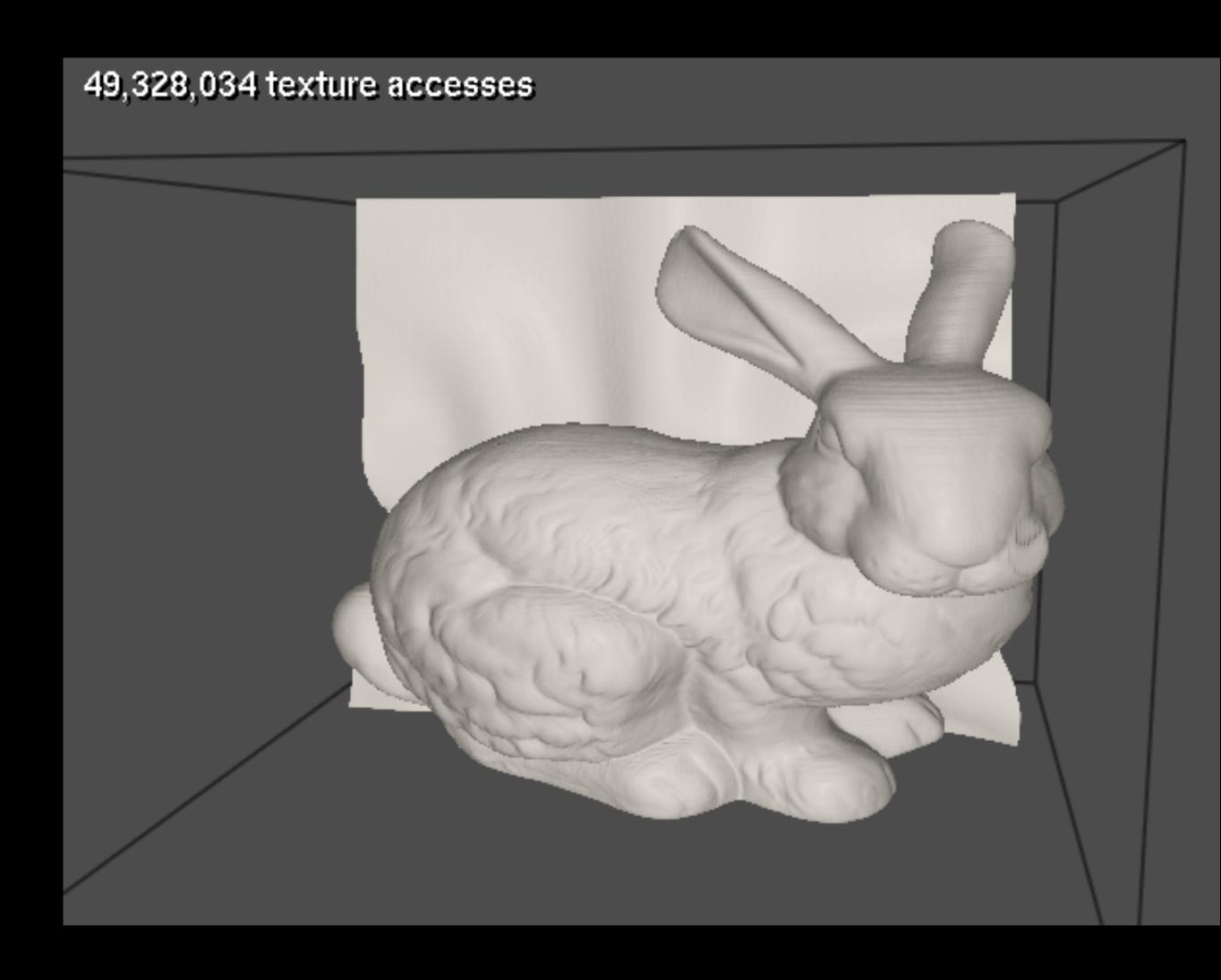


Images from http://haferburg.github.io



## OBJECT-ORDER EMPTY SPACE SKIPPING

Volume rendering



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