





- Volume rendering
- Number of texture accesses per pixel  
darker → more accesses
- Create the grid of filled voxels
- Render entry and exit point images
- Initiate volume rendering
- Saving, in this case, about 82% of texture accesses





NYU



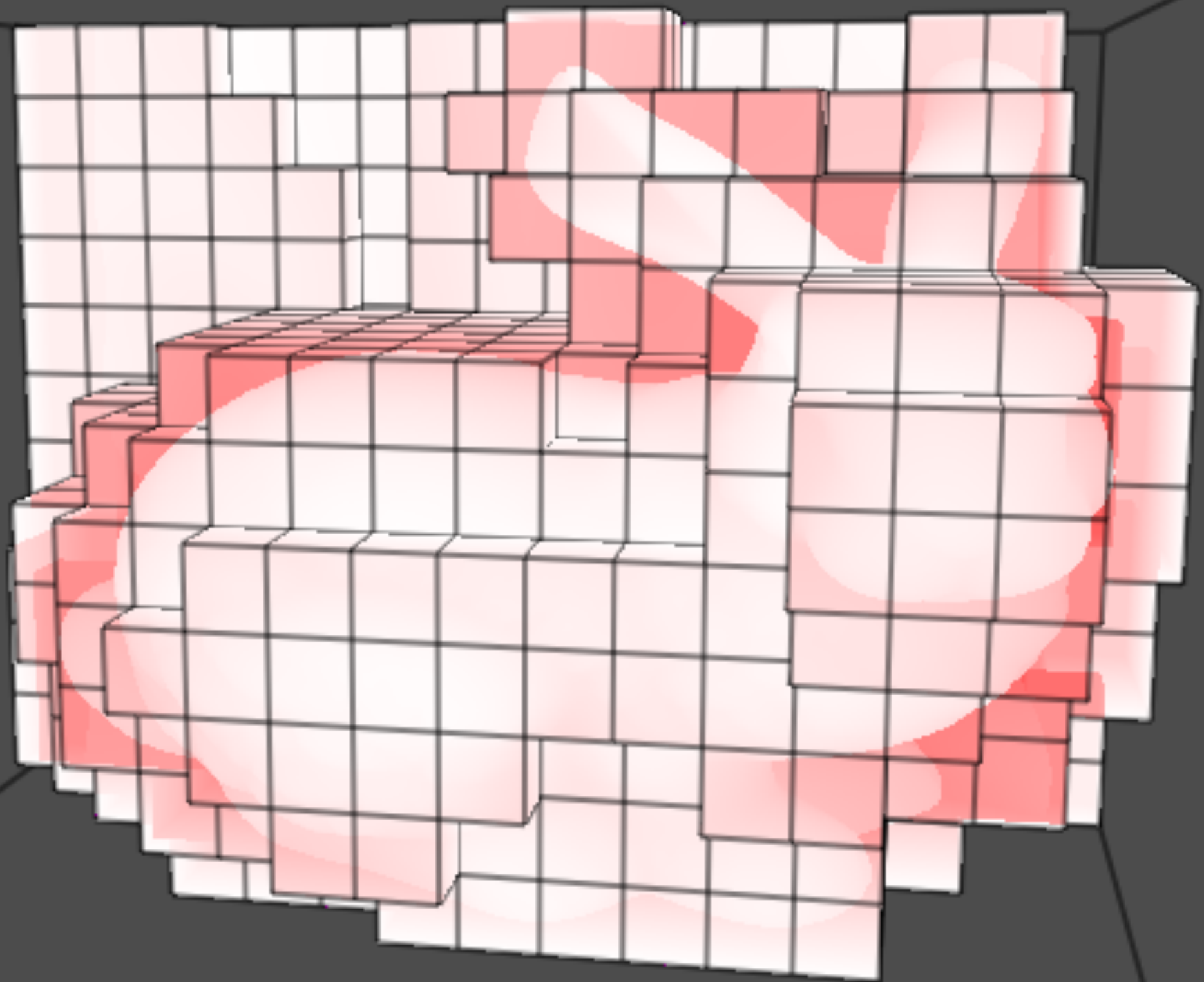








8,120,694 texture accesses

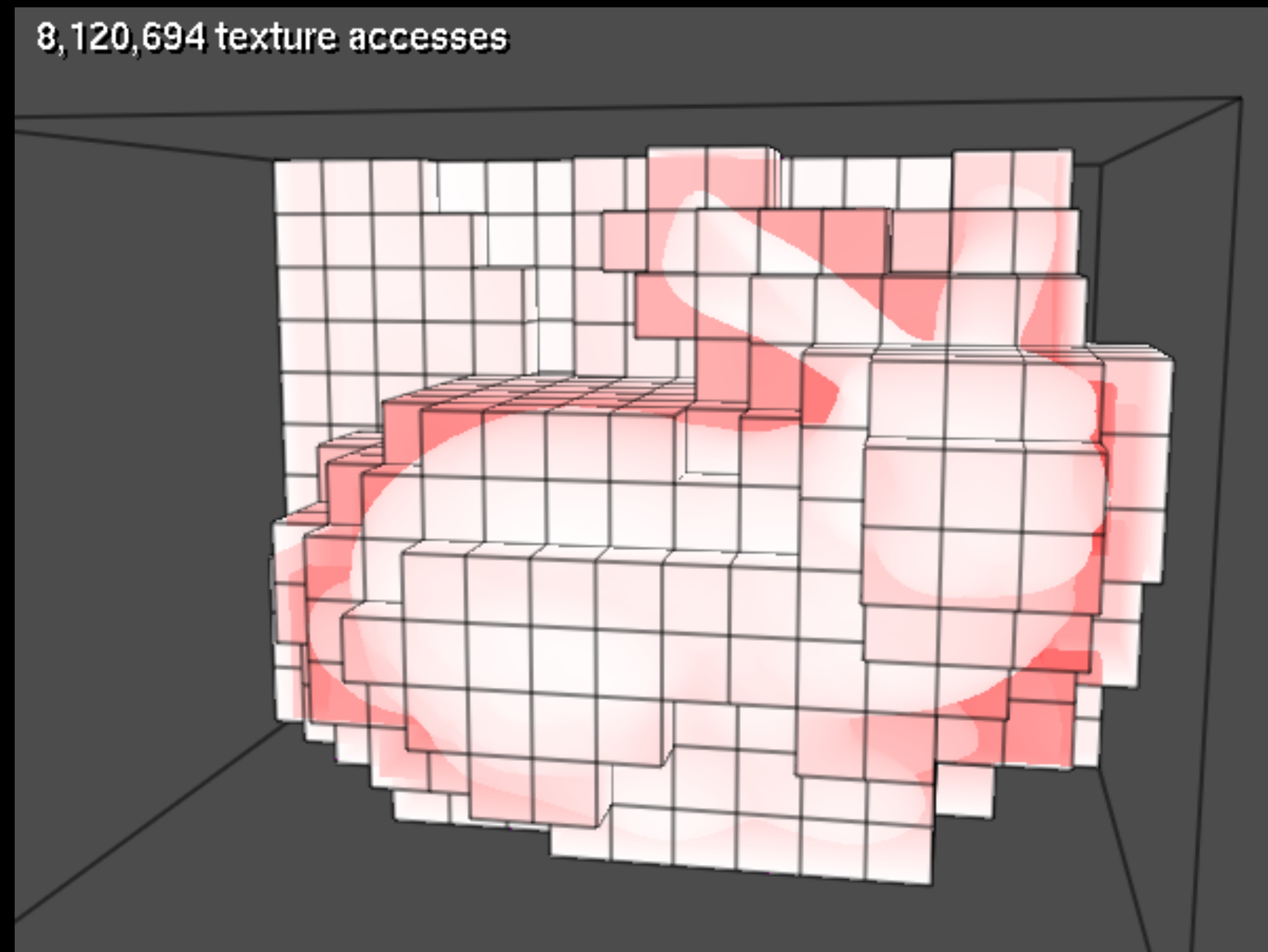


# IMAGE-ORDER EMPTY SPACE SKIPPING / ADAPTIVE SAMPLING

- Create a second helper volume that provides neighborhood information
  - Each voxel of the helper volume encodes the minimum distance to the nearest inhabited voxel
  - Use, for example, transfer function to encode which voxels participate in the neighborhood
- During ray marching, sample the helper volume to modify the step length

# OBJECT-ORDER EMPTY SPACE SKIPPING

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