

- Good first heuristic:
The closer a block is to the camera, the higher level to use
- Also works for volumetric data



NYU

inst { ShaderObject('GUI Vertex') (Info) Loaded Vertex sh

RenderData&
>header().num
timestep % num
entTimestep +
rentBuf, next
{
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(currentBuf);
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estep, _brick
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nextBuf);
Tolerance(sp
Tolerance(t

Date: 2007 FEB 26T17:30:00.000

Avg. Frametime: 0.03489

Drawtime: 0.03338

Frametime: 0.03343

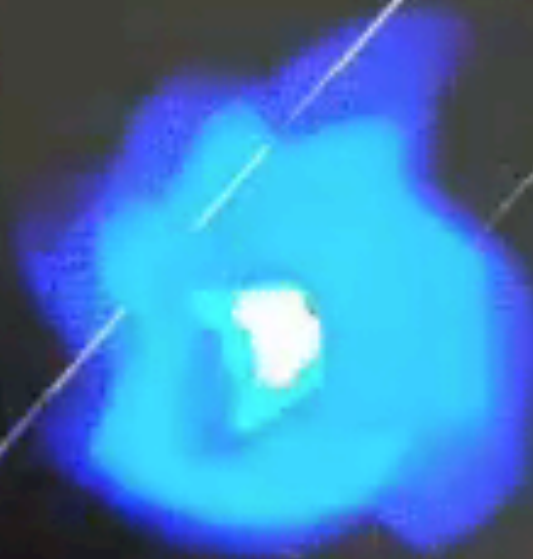
Origin: (0.00000, 0.00000, 0.00000, 0.00000)

Cam pos: (0.70973, 0.45241, 1.63775, 0.00000)

View dir: (-0.38544, -0.24569, -0.88942)

Cam->origin: (1.841361403465271, 0.0000)

Scaling: (1.00000, -0.00000)



TSP (Debug)
rsp (Debug)

Video
temporal error: 0.00000

ShaderObject('GUI Vertex') (Info)
Loaded Vertex Shader
Loaded Fragment Shader

inst {
Date: 2007 FEB 26T17:30:00.000
Avg. Frametime: 0.03489
Drawtime: 0.03338
Frametime: 0.03348
Origin: (0.00000, 0.00000, 0.00000, 0.00000)
Cam pos: (0.70973, 0.45241, 1.63775, 0.00000)
View dir: (-0.38544, -0.24569, -0.88942)
Cam->origin: (1.841361403465271, 0.00000)
Scaling: (1.00000, -0.00000)

RenderData&
>header().num
timestep % num
entTimestep +
rentBuf, next
{
:EVEN;
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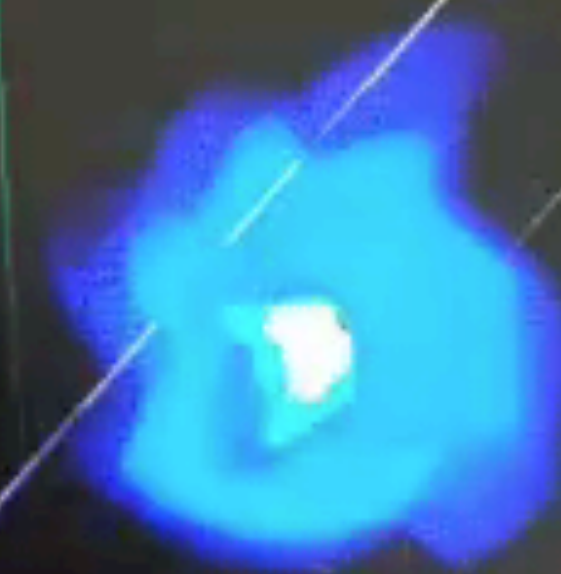
:000;
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imestep, _brick

List(nextBuf,
nextBuf);

Tolerance(sp
Tolerance(t



ISP (debug)
ISP (debug)

Video
temporal error: 0.00000
temporal error: 0.00000

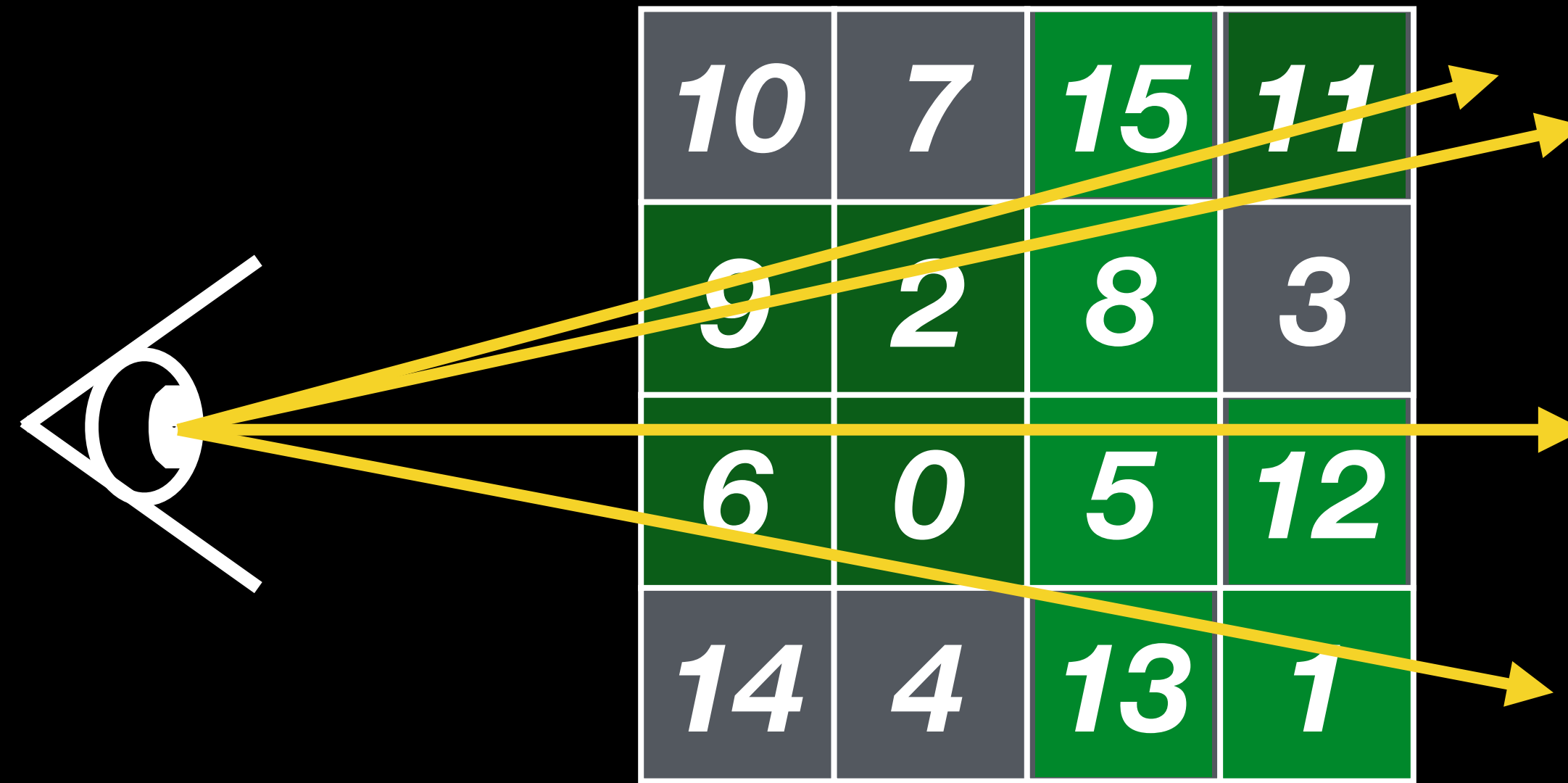
OCTREE TRAVERSAL - PROBE RAYS

Count

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

index

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15



Count

2	1	2	0	0	1	2	0	1	2	0	2	1	1	0	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

index

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

OCTREE LEVEL TRAVERSAL

- Good first heuristic:
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