other 3D spitial representation — representation of (obj) 3D space

(1) voxell vs (2) Octrees
↓
A

32 x 32 x 32
~~<10011 0>~~ <0010, 1001 ...
<1000 1, 1 ...

drawbacks
- voxel will be many
-
-
-

(3)

room (B) must always have p... s to room (A) — portal
o — [B] →

- metal process of cAlc

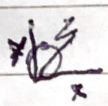
Potentially Visible Set
B → A

3D : Basico

3 cordinates: [p1 * p2 * p3] → 0, 0, 0

parametric line A + u(B - A) = A to B

unit → $V_x^2 + V_y^2 + V_z^2 = 1$



dot product & cross product

2 3D vectors

$V1 \cdot V2 = V1_x * V2_y * V1_z$

2 - 3 - 7

Same but for parallel versions

"x. v z z y"

x (y - z) - (z + y)

[5, 2, 0]

[2, 8, 0]