Optimisations for Real-time Sparse Volumetrics

# Optimisations:

* Baseline: Early exit, temporal reprojection
* Adaptive sampling (<https://dspace.cuni.cz/bitstream/handle/20.500.11956/121026/130285771.pdf?sequence=1>)
* Signed distance fields
* Shells generated with marching cubes
* Voxel method (Nubis <https://www.advances.realtimerendering.com/s2023/Nubis%20Cubed%20(Advances%202023).pdf>, sparse field <https://gpuopen.com/gdc-presentations/2023/GDC-2023-Sparse-Distance-Fields-For-Games.pdf> )

# Comparison Setup

* Fixed boundary size, one texture for the whole boundary with one detail texture.
* Each method should work for wrapped to compare memory implications.
* Static clouds, no shadows
* Variety of occlusion and coverage
* Include flythrough clouds
* Multiple tests with variety of sparseness