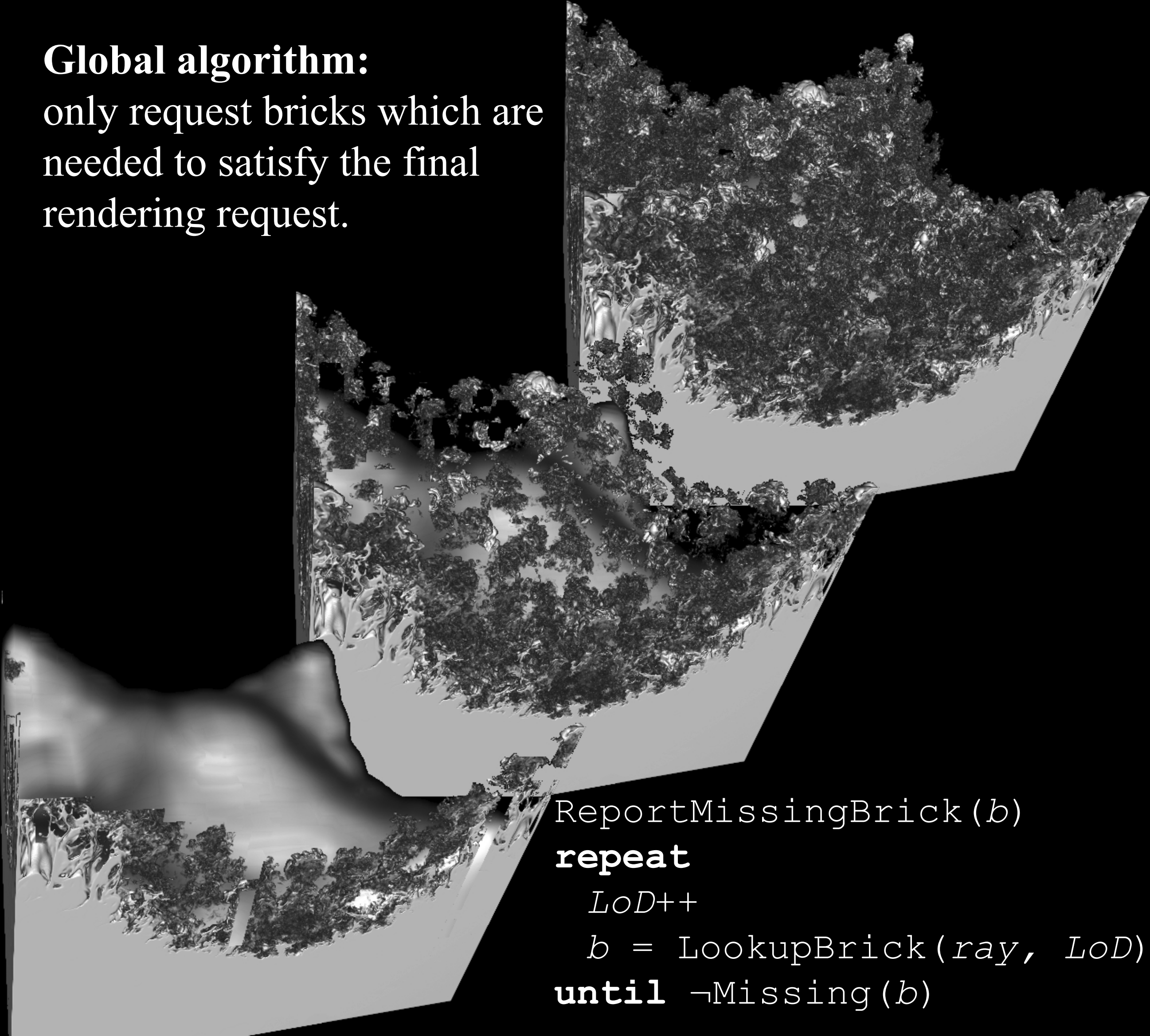


**Global algorithm:**  
only request bricks which are  
needed to satisfy the final  
rendering request.



```
ReportMissingBrick( $b$ )  
repeat  
   $LoD++$   
   $b = \text{LookupBrick}(\text{ray}, LoD)$   
until  $\neg \text{Missing}(b)$ 
```