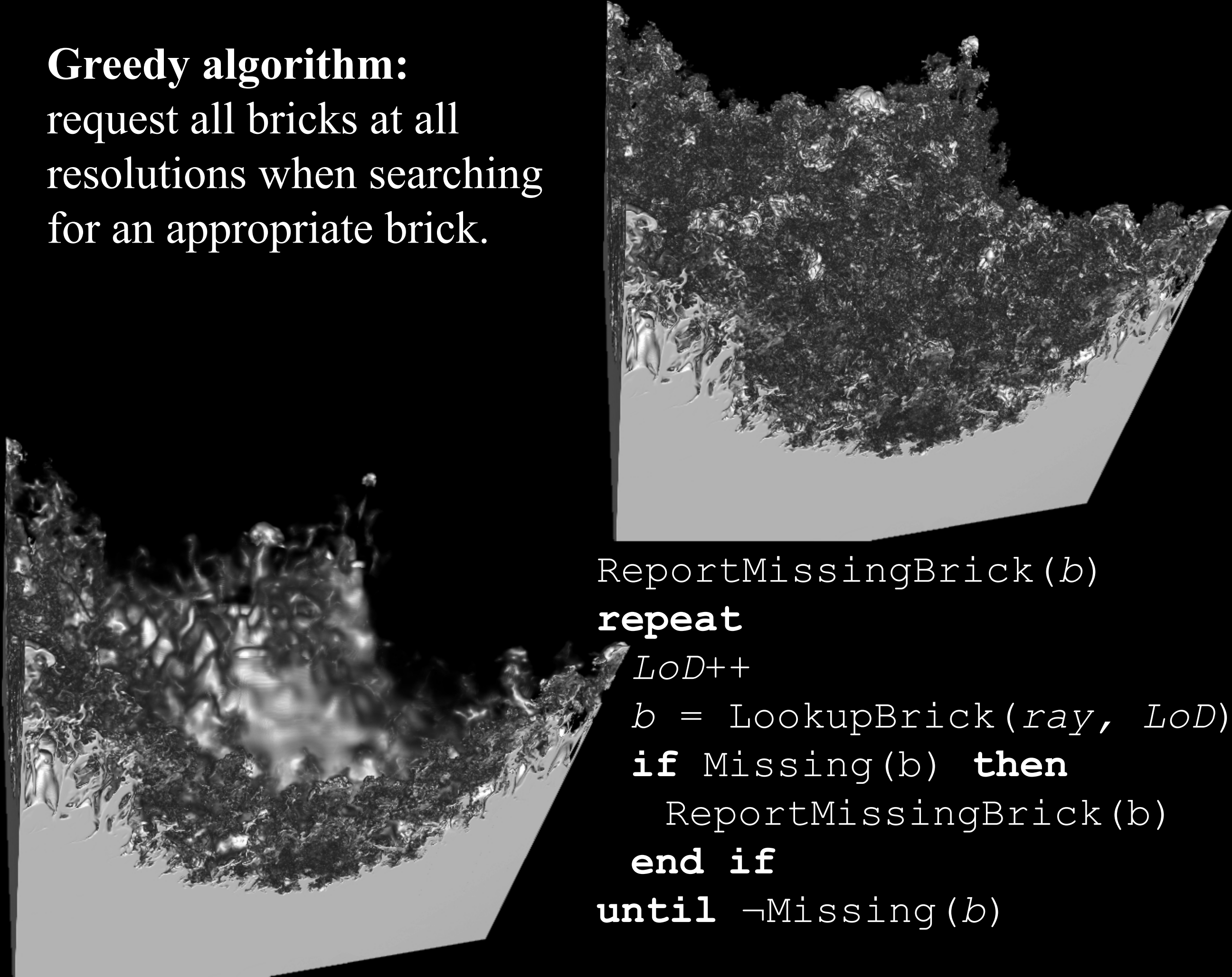**Greedy algorithm:**
request all bricks at all
resolutions when searching
for an appropriate brick.


```
ReportMissingBrick(b)
repeat
  LoD++
  b = LookupBrick(ray, LoD)
  if Missing(b) then
    ReportMissingBrick(b)
  end if
until ¬Missing(b)
```