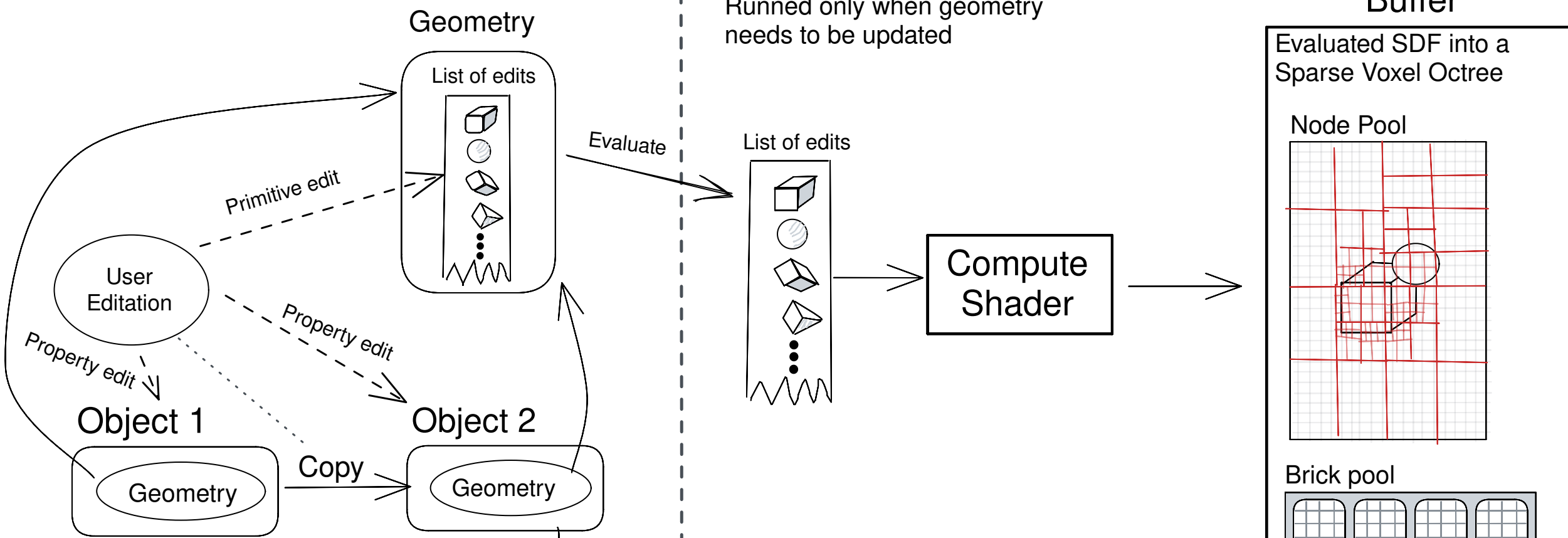


CPU - Editation

GPU - Evaluation

Buffer



Evaluated SDF into a Sparse Voxel Octree

Node Pool

Brick pool

3D texture atlas of 8x8x8 bricks of voxels holding evaluated SDF.

Rendering

