Instant Neural Graphics Primitives with a Multiresolution Hash Encoding

This is the fastest implementation we have found for nerf so far. It enables fast results than compared to other methods I have checked before such as:

* Tandem
* Nerf
* (mention here)

In addition to fast training the project provides an interactive window to inspect the results, provides mesh export features and also additional scripts that aids in creating the nerf projects from new sets of images by using colmap (to calculate camera poses).

Also note that it might be possible to use the marching cube implementation to to use to extract models on other nerfbased implementations.