

Sparse Volume Visualization (B)

- **Rendering a sparse volume with advanced data structure**

- Implement hash table, BVH, K-d Trees or other data structures or other accelerating techs.
- The faster the better.
- Real-time may get A

- **Reference**

- [2009] Real-Time Parallel Hashing on the GPU
- [2022] Sparse Volume Rendering using Hardware Ray Tracing and Block Walking
- [2011] Coherent Parallel Hashing
- [2006] Perfect Spatial Hashing

