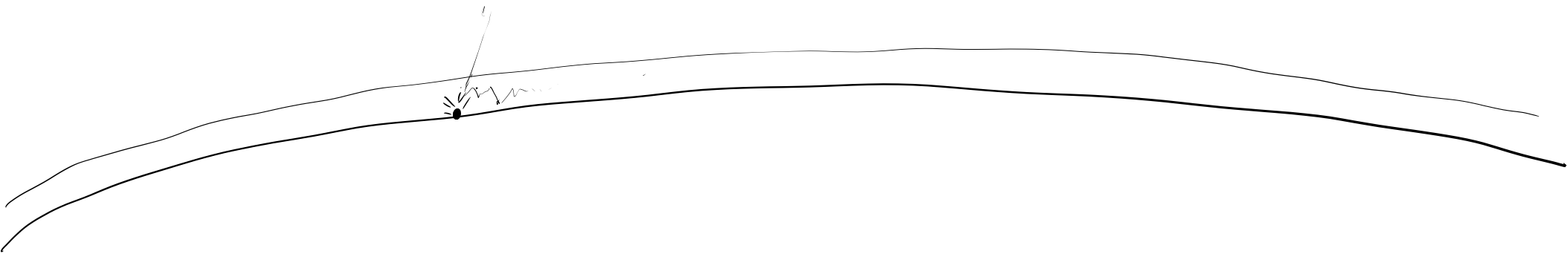


retroreflector





dusi
war
polu



Rasterize

$\log(\text{geom})$
surf-nt ↑

+ # pixels covered

$\text{resolution} \times \text{Overlap} \times \text{AA}$

Raytrace

$\text{resolution} \cdot \text{AA} \cdot \text{GI} \cdot \log(\text{Geom})$

$\frac{n \log n}{50}$

Surface of Earth

500 M km²

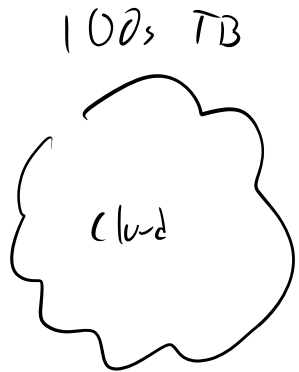
1m

(500 T) m²

1B/vertex

500TB

2⁴⁹ B



100s GB

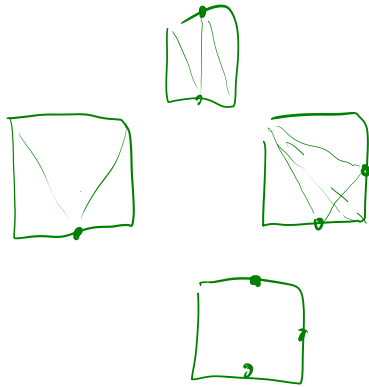


100 MB

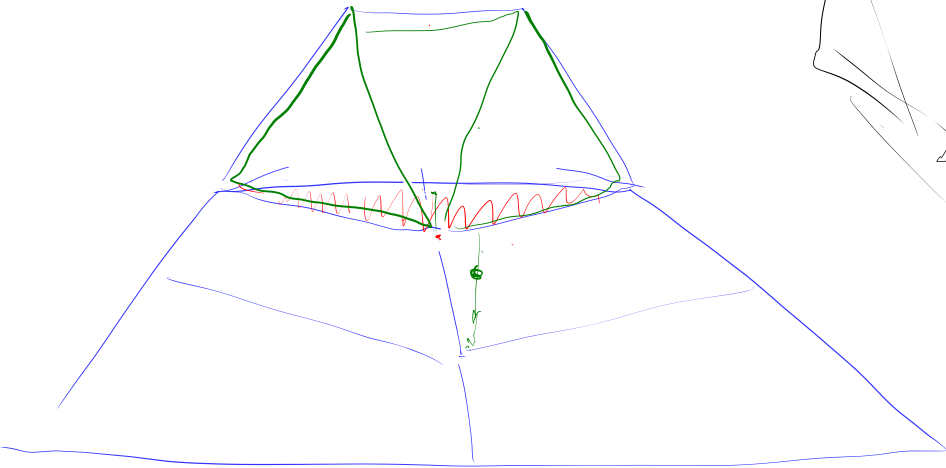
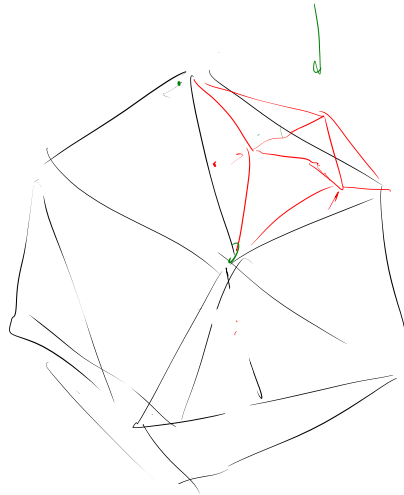
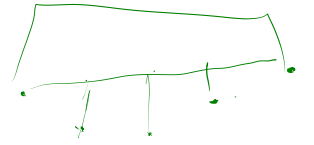
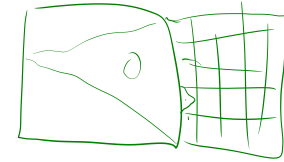


MB





Subdivision



heuristic

Screen area

Screen color diff

Screen curvature \leftarrow

\rightarrow distance

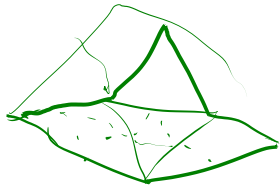
Popping

- ignore
- smooth motion
- high res
- alpha blend

Billboards

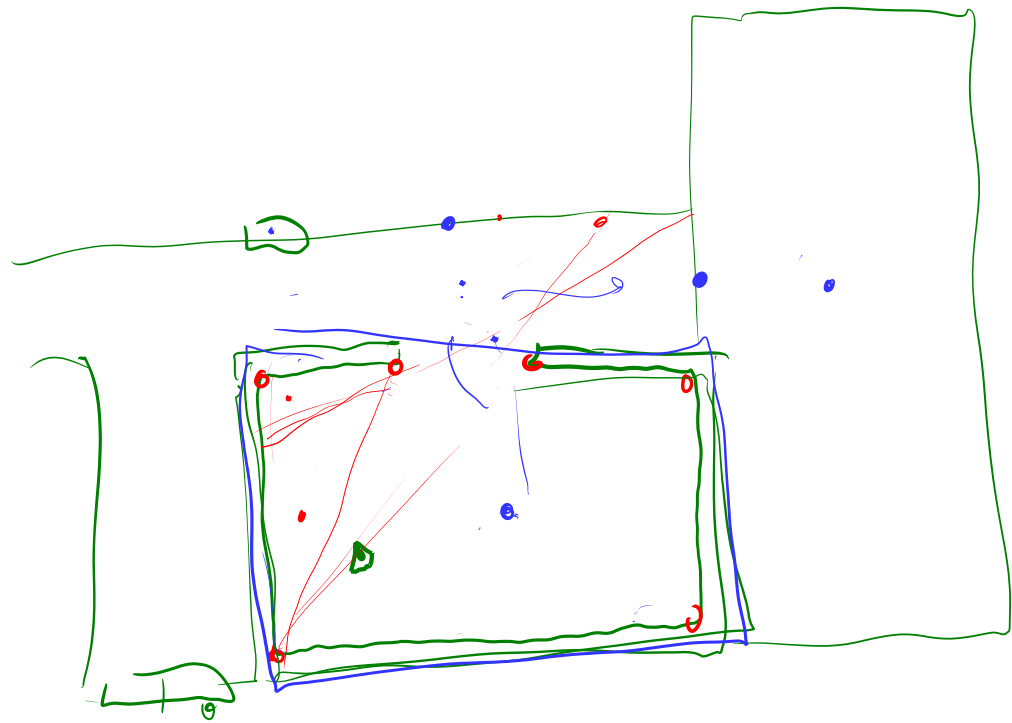
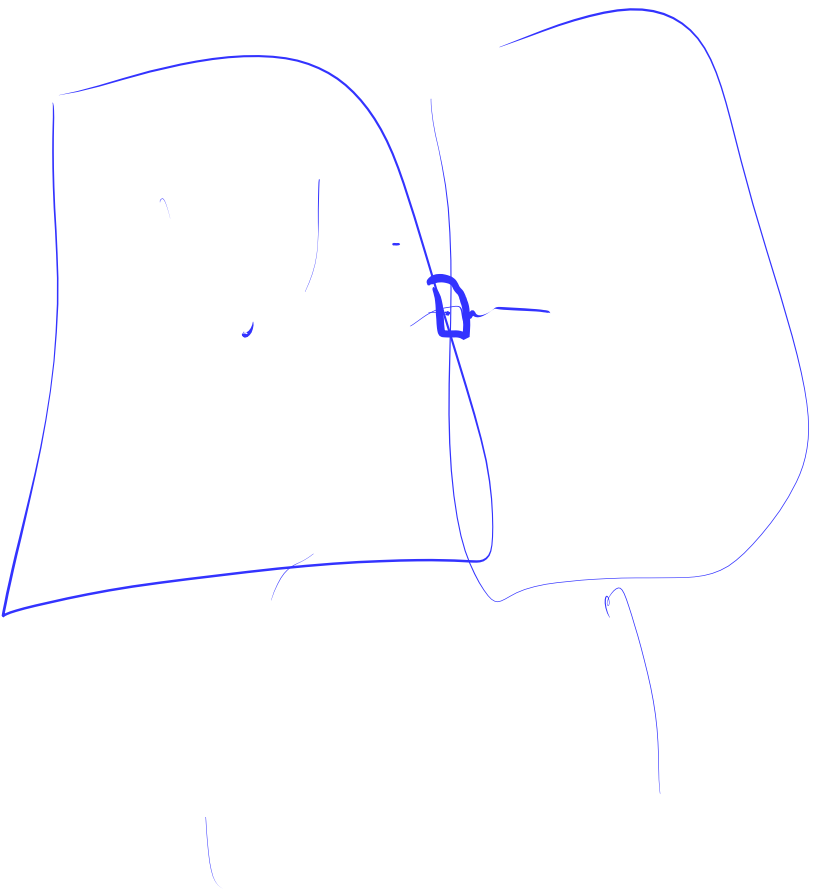
Visibility

Occlusion



Visibility Graph

Partial Clipping



Occlusion Culling

Spatial
Bound
Hierarchy

GPU

