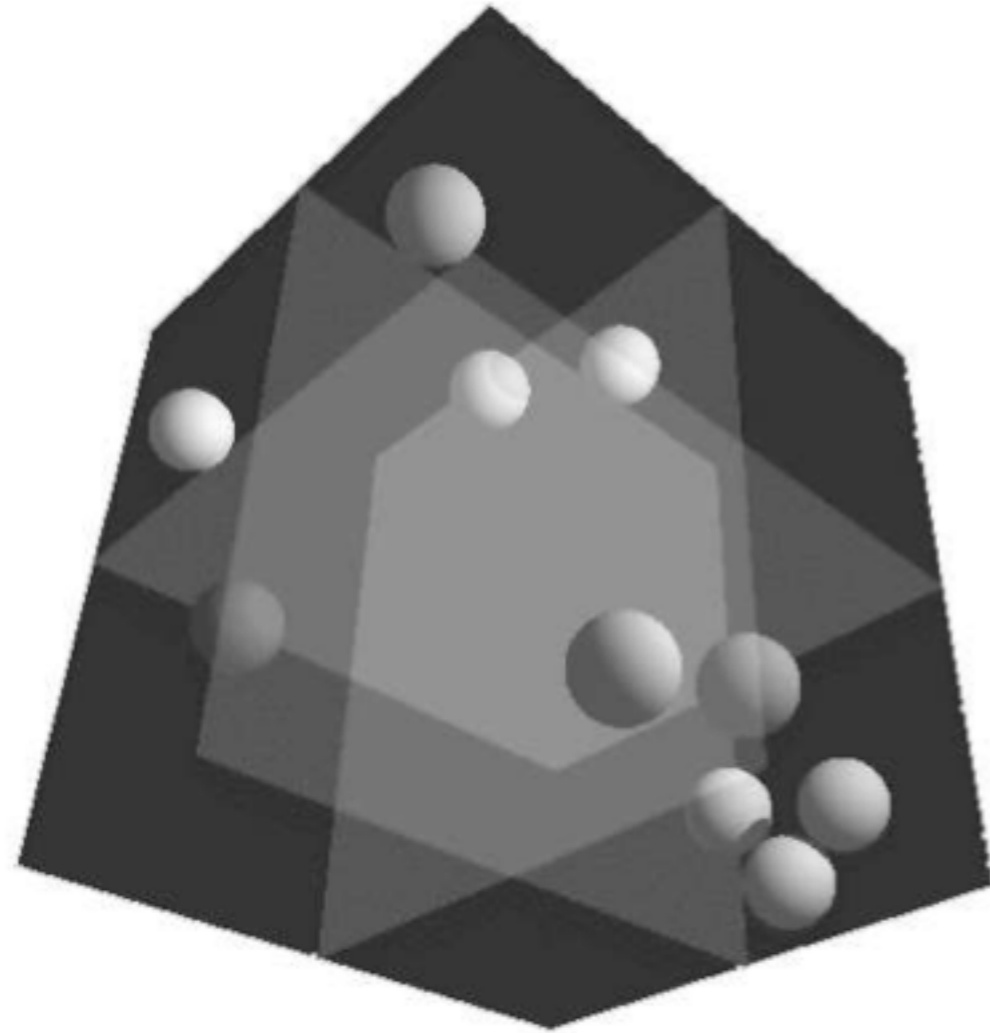
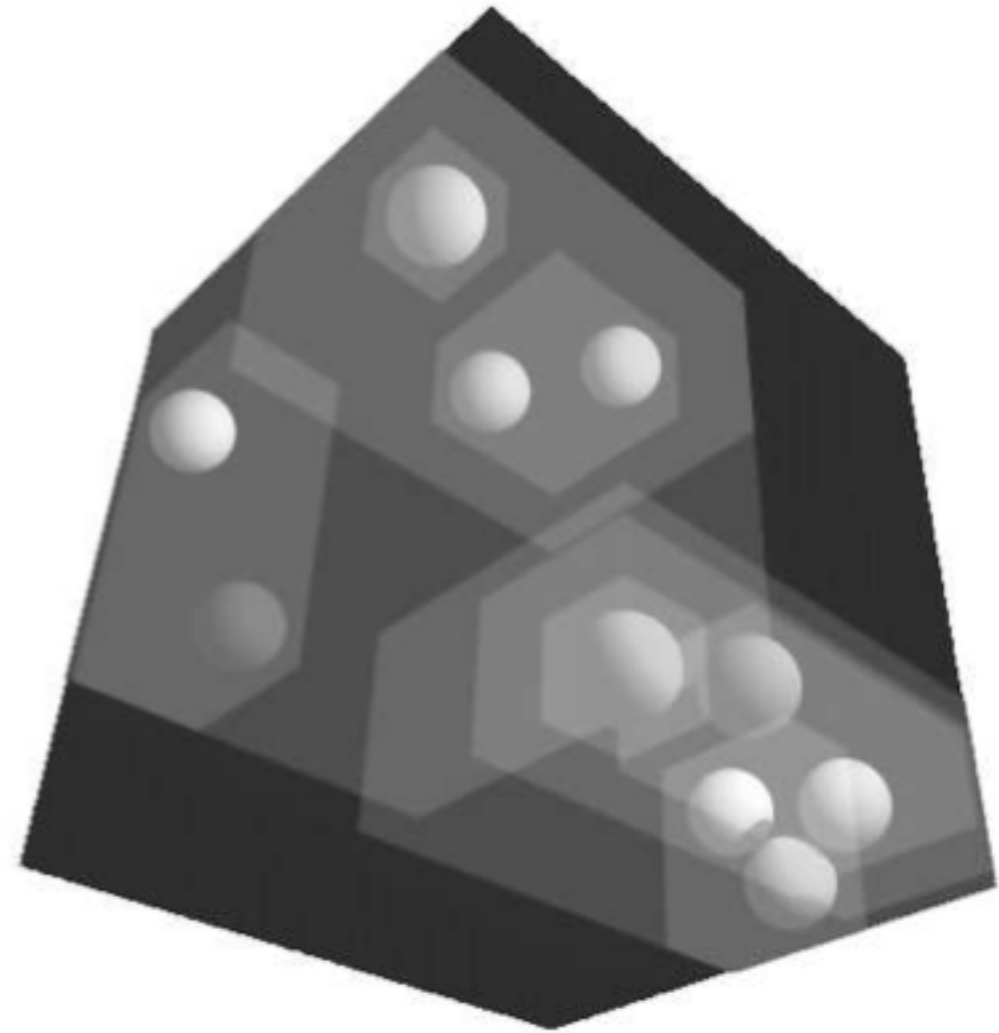


Acceleration Structures

Acceleration Structures



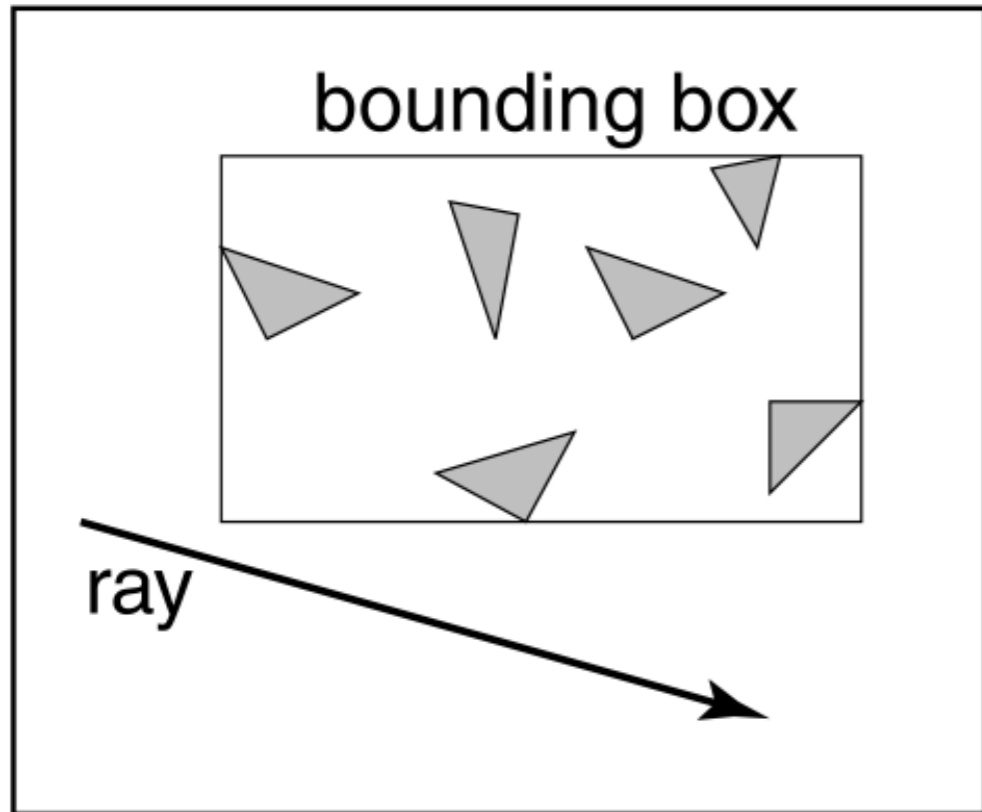
uniform partitioning
of space



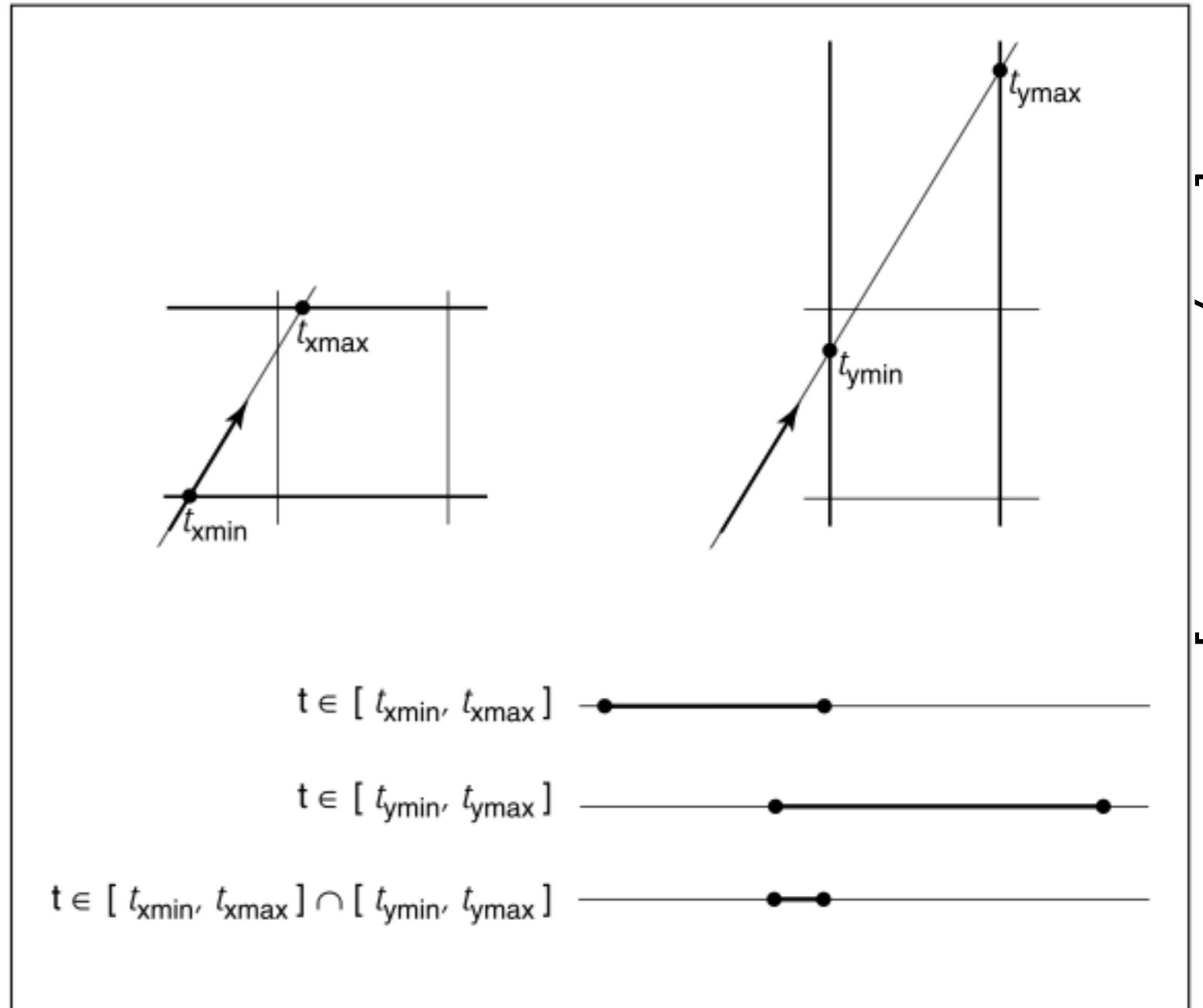
adaptive bounding
box hierarchy

Bounding boxes

key operation in many acceleration schemes



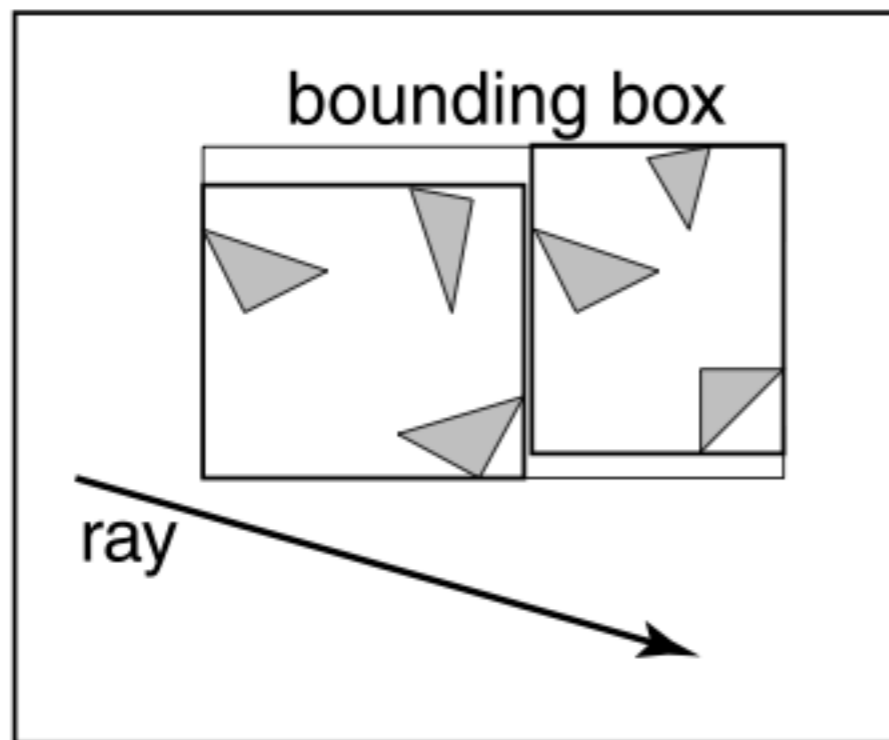
check whether the ray hits the box



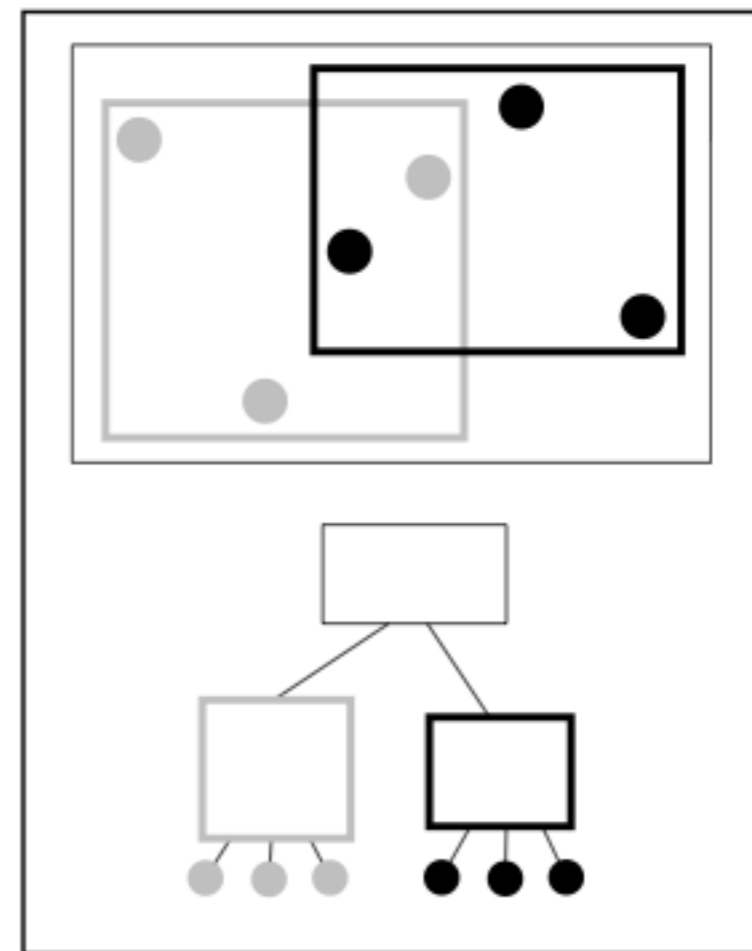
[Shirley and Marschner]

determining if ray hits box

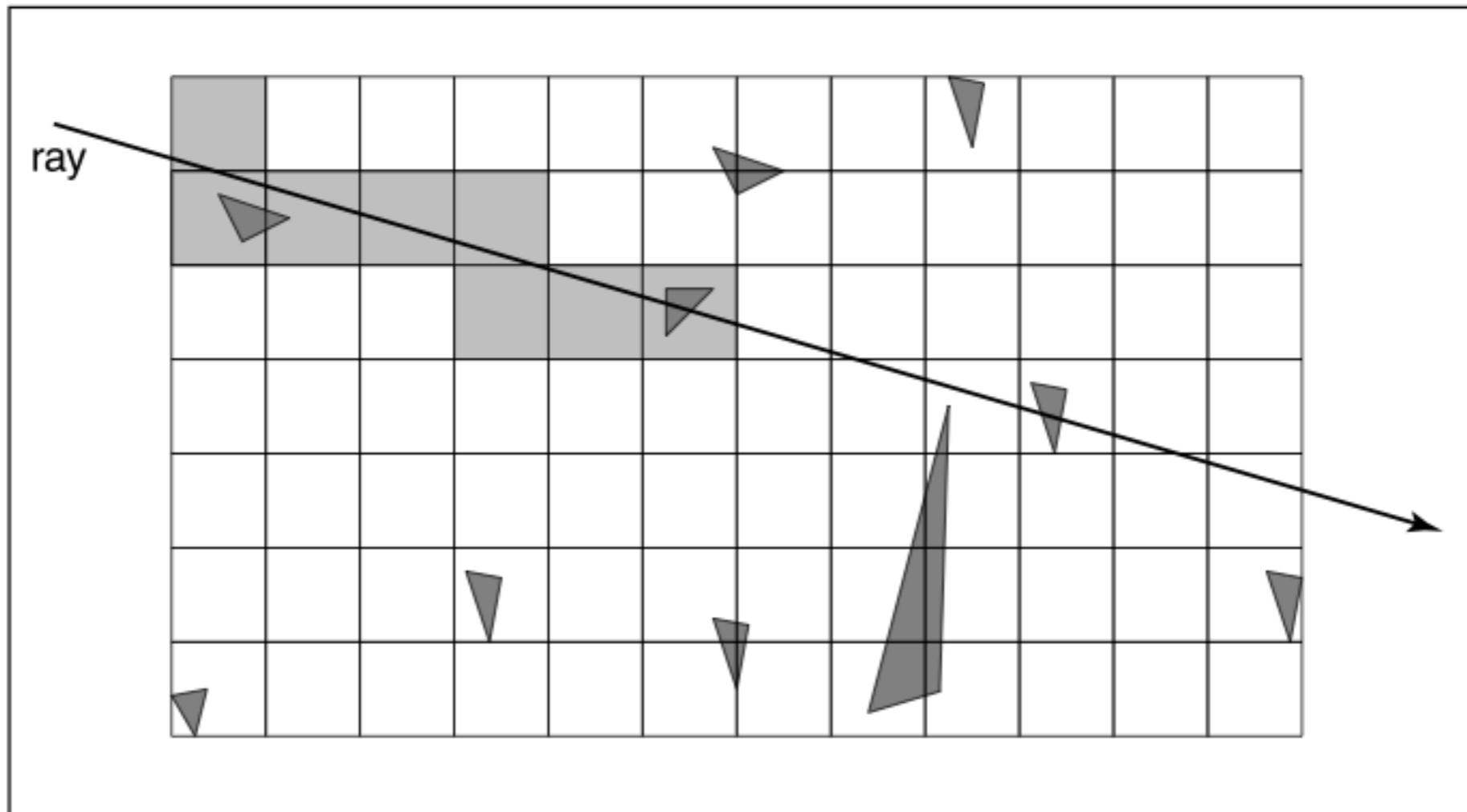
Bounding Volume Hierarchy



bounding boxes can be nested



Uniform Spatial Partitioning



[Shirley and Marschner]

track a ray forward through cells until an object is hit