

Conclusion

- Introduced the Voxel DAG encoding
- Extended to more advanced encodings
- Attributes stored in a separate structure coupled to the DAG
- Practical implementations for constructing and using the DAGs
- Applications, including Shadow Volumes and Maps
 - General idea applicable to data other than just binary voxel geometry
- Questions?
- Future?

SVOs vs DAGs and **where** we get compression. <Lots of **large planar surfaces** in **man-made** environments

Pointer compression + Symetries – reflections, Went bezerk and tried **rotations**, **inversions**. Similar **subgraphs** of fixed depth **higher up** in the hierarchy. Columns, slices.

Dags with colors. Soon also for **dynamic** scenes. **View-dependent information**. -> let us know if you want to **cooperate**.

DAGs can be traversed with GLSL and WebGL.

DAGs and multi-resolution hierarchies can efficiently encode shadows

Q&A

- Thank you for your attention
- Brief Q&A as time permits
- Lunch will be served in the Foyer shortly.

