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Hybrid Computational Voxelization using the Graphics Pipeline

Randall Rauwendaal
Michael J. Bailey

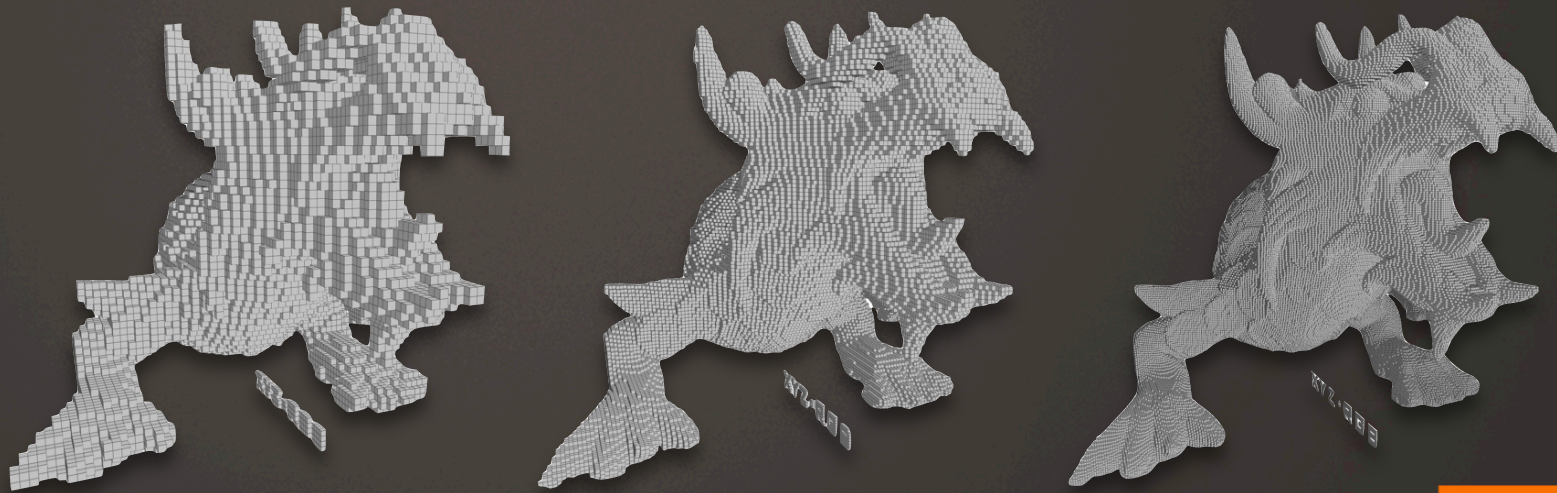
Oregon State
UNIVERSITY





Voxelization

- Conversion of input geometry (triangles) into a regular 3D discretized representation (voxels)
- Analogous to rasterization in 3D



Original Image



Motivation

- Voxels are useful in many applications (global illumination, collision detection, fluid sim, etc...)
- Voxelization can enable these effects for traditional triangle based scenes
- Fast voxelization can enable these effects for dynamic scenes



Triangle vs Fragment Parallel

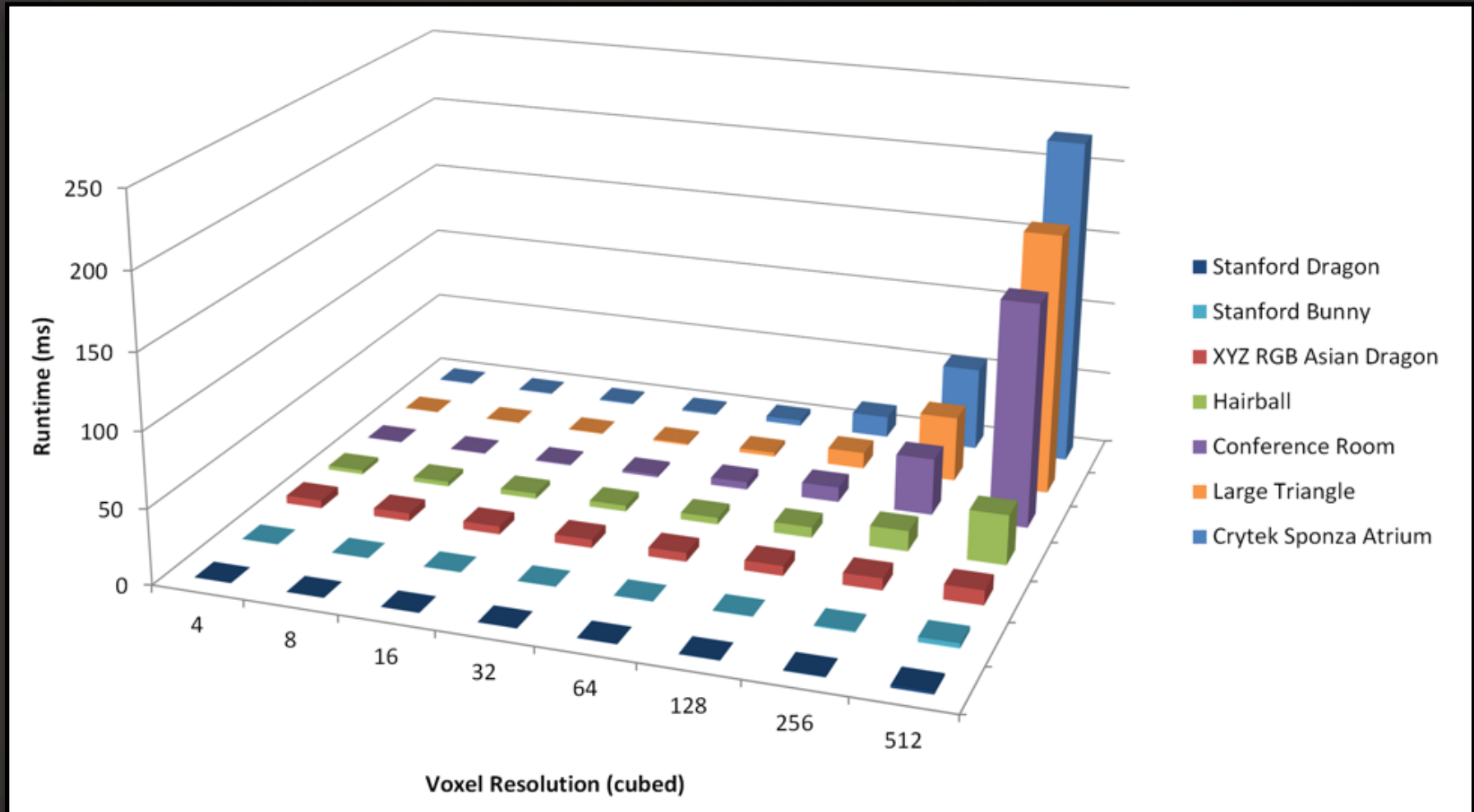
Triangle Parallel

- Threads per triangle
- Can suffer from uneven triangle size distributions

Fragment Parallel

- Threads per triangle fragment
- Can suffer from oversubscription and poor thread utilization

Triangle-Parallel Performance

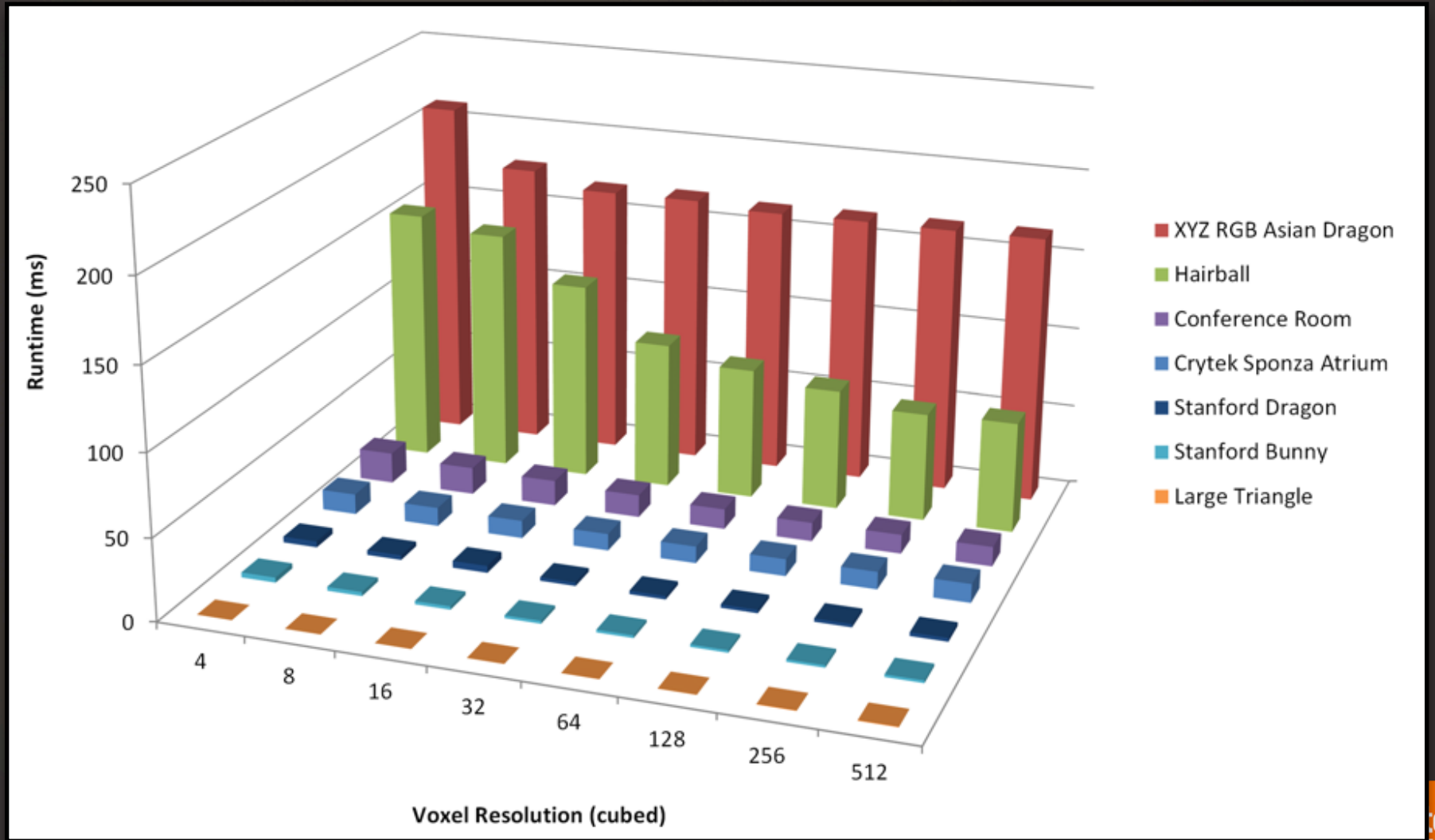




Triangle-Parallel Analysis

- Performs well on scenes with many small evenly sized triangles
- Performs poorly on any scene with large triangles
- Performance degrades as voxel resolution increases

Fragment-Parallel Performance



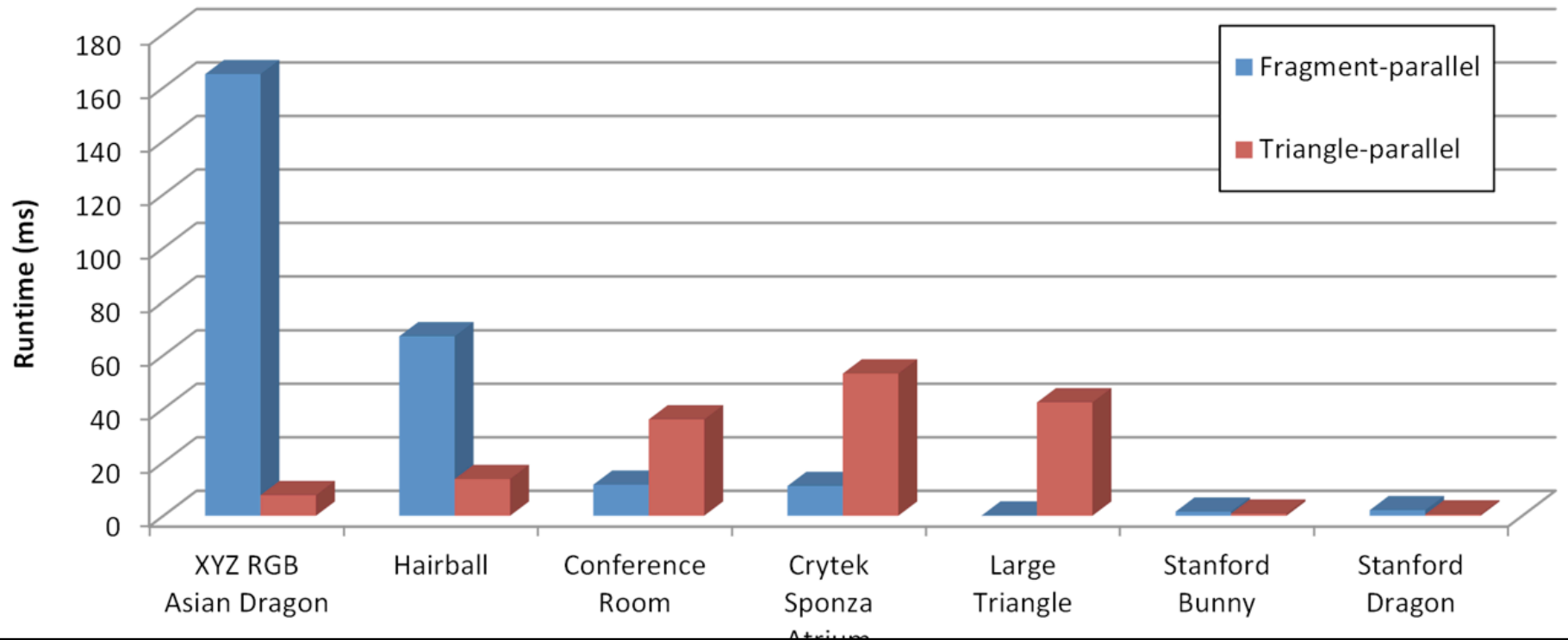


Fragment-Parallel Analysis

- Performs well on scenes with large triangles
- Performs poorly on scenes with many small triangles
- Performance degrades as voxel resolution decreases
- Poor “quad-utilization” on small triangles



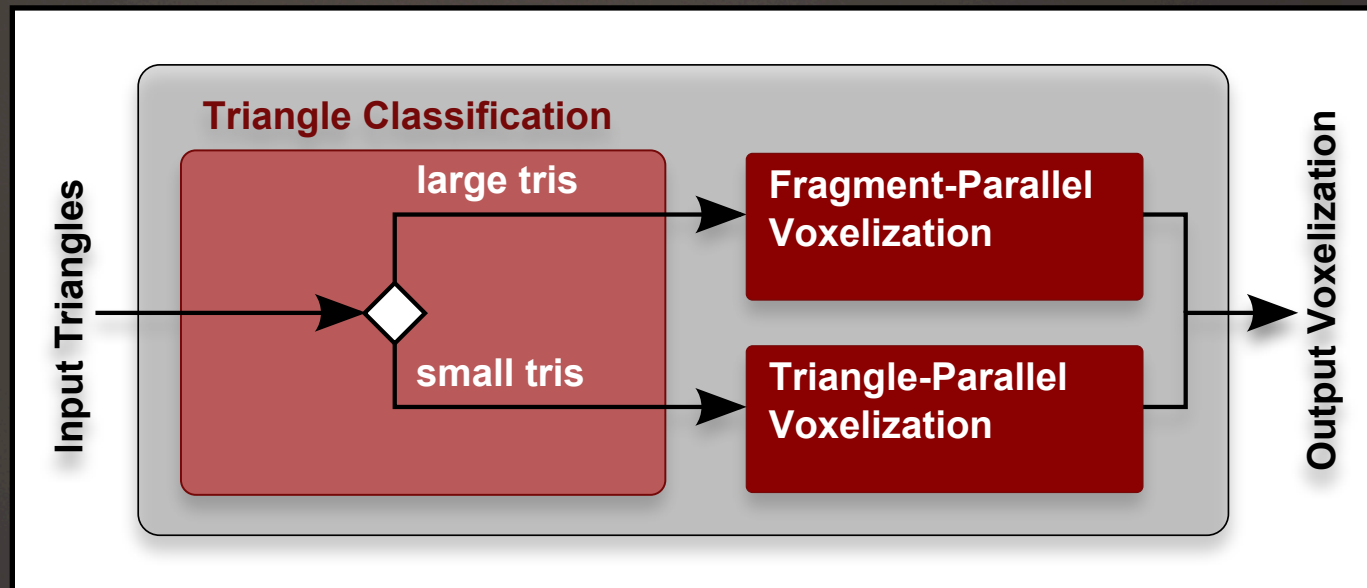
Fragment vs Triangle parallel @256³





Hybrid Voxelization

- Introduce a hybrid pipeline that splits the workload between “small” and “large” triangles





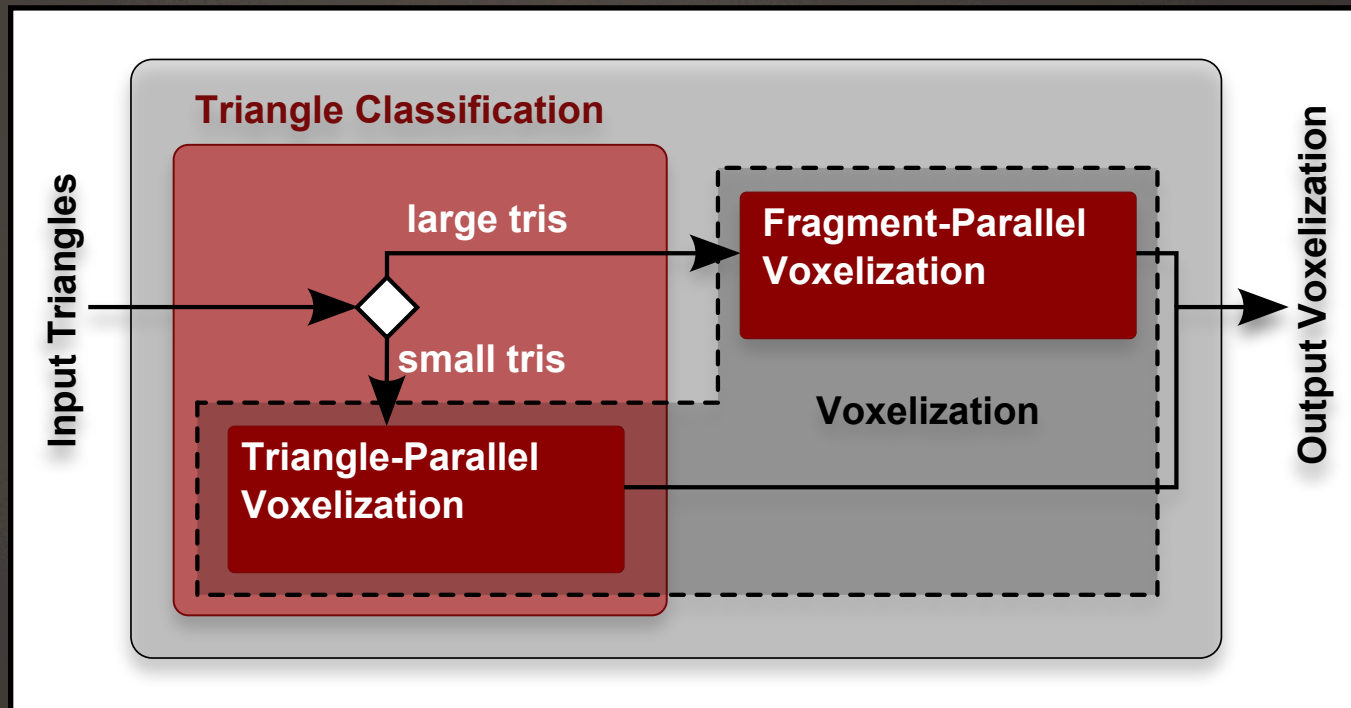
Details

- Creates a “two-pass” approach
- Avoids poor thread utilization and oversubscription caused by rasterizing small triangles
- Avoids idle threads waiting on large triangles
- Effectively classified scenes take longer



Optimized Hybrid Voxelization

- Immediately voxelize small triangles, defer only large triangles





Benefits

- Less overhead for small triangle voxelization
- Reduce under-utilized threads
- Reduces output of classification stage
- More of a “just over one-pass” approach, as typically only a small subset of triangles are processed twice

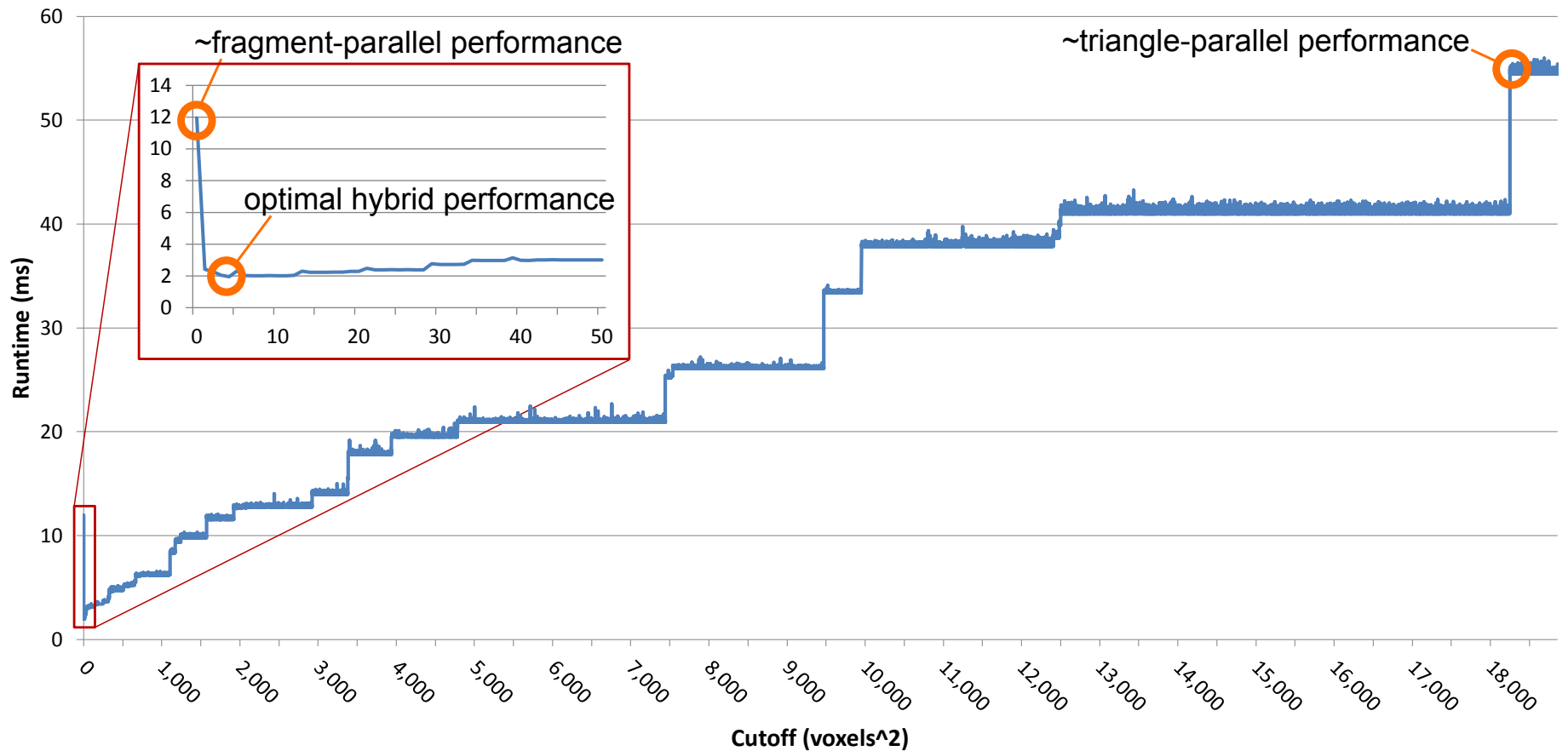


“Small” vs “Large” Triangles

- Classify triangles based on the maximal 2D projected area of triangle in voxel units
- Triangles are classified as large or small according to a cutoff value

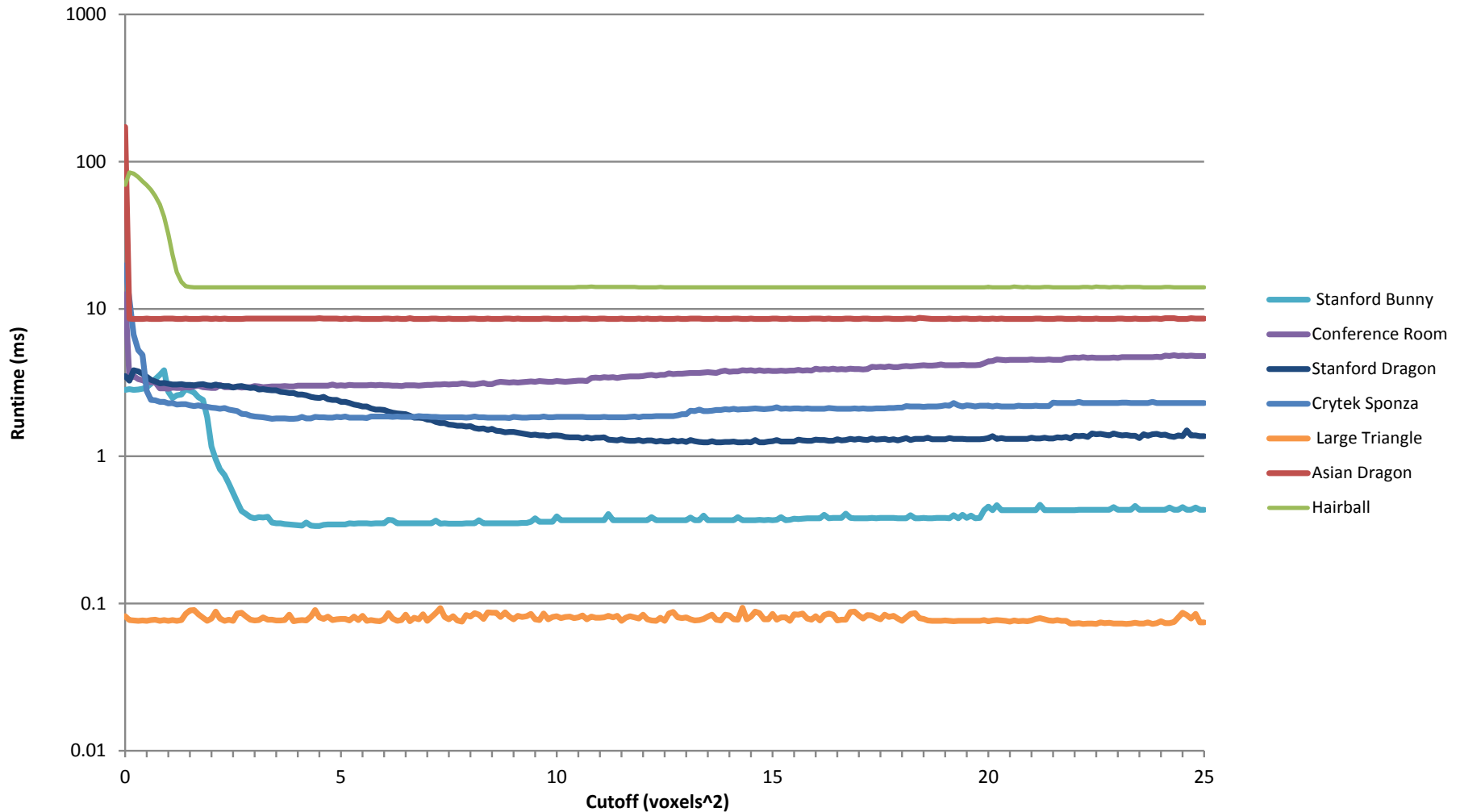


Hybrid Performance (Sponza)





Hybrid Performance (zoomed)





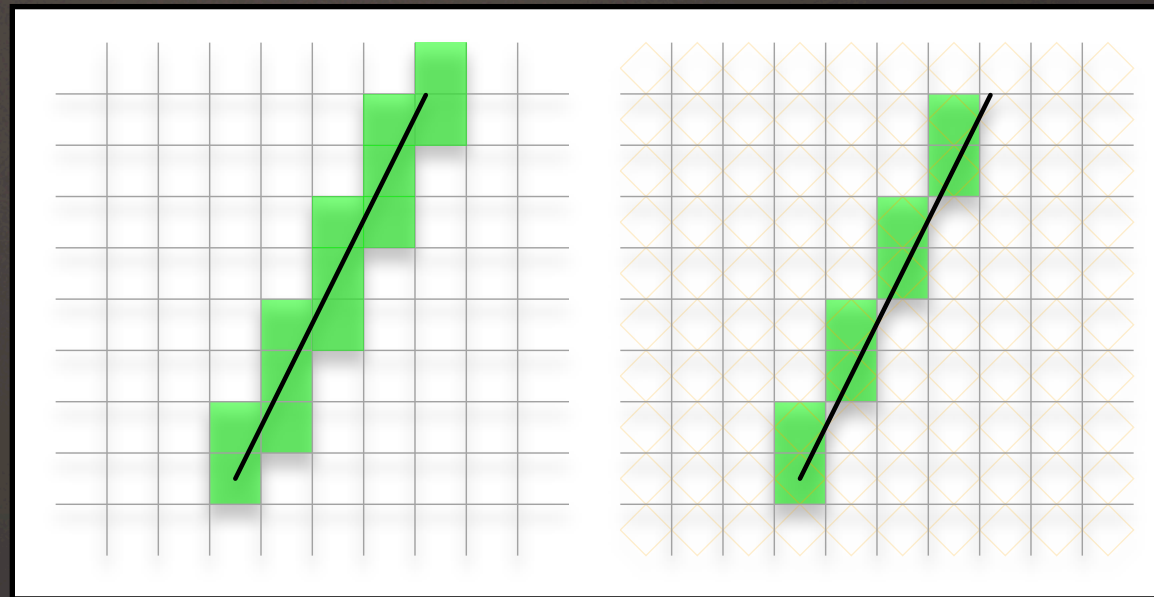
Implementation Details

- Surface Voxelization
- OpenGL 4.2
- Computational Intersection



Surface Voxelization

- Conservative voxelization (26-separable)
- Thin voxelization (6-separable)



Conservative

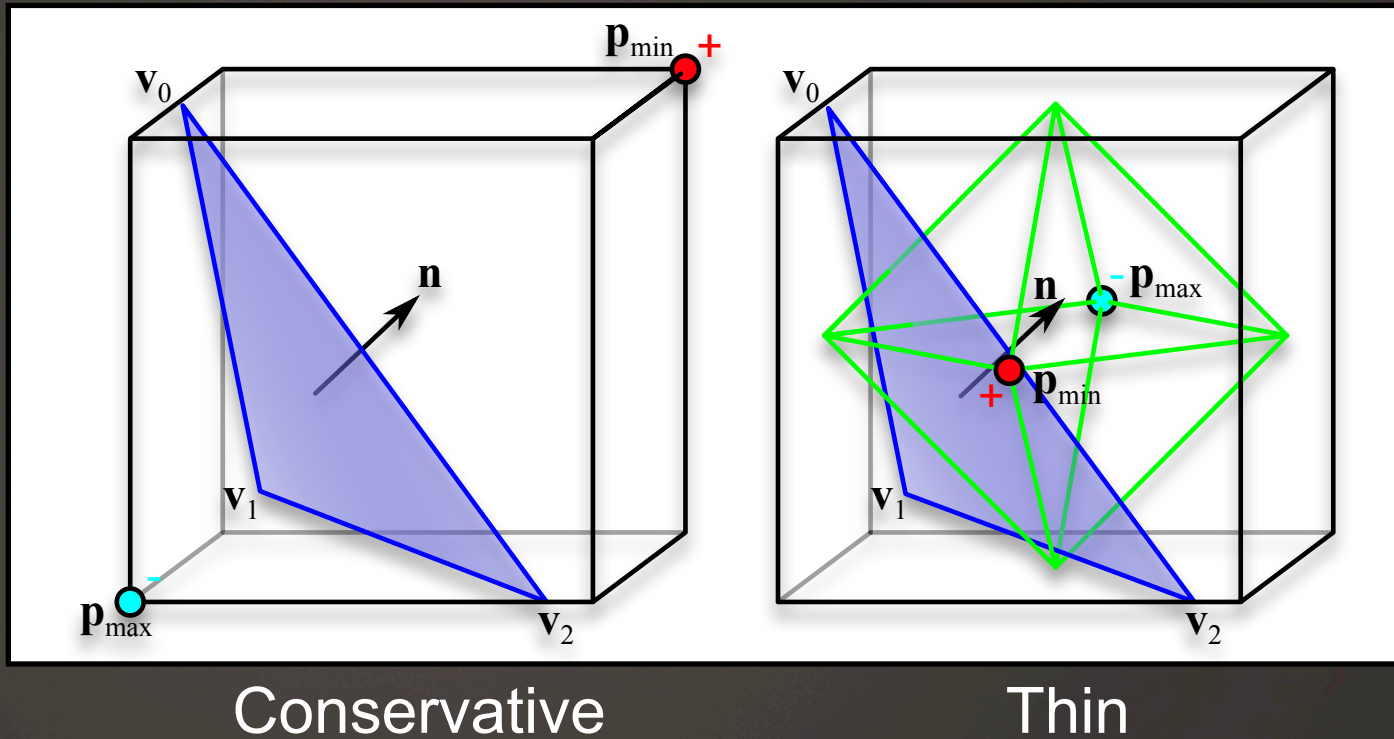
Thin



Triangle/Voxel Overlap

- Reduce the set of potential voxel intersections to only those that overlap the axis-aligned bounding volume of the triangle
- Iterate over this reduced set of voxels and discard any that do not intersect the triangle's plane
- If the triangle plane divides the voxels test all three of its 2D planar projections to confirm overlap

3D Voxel Overlap

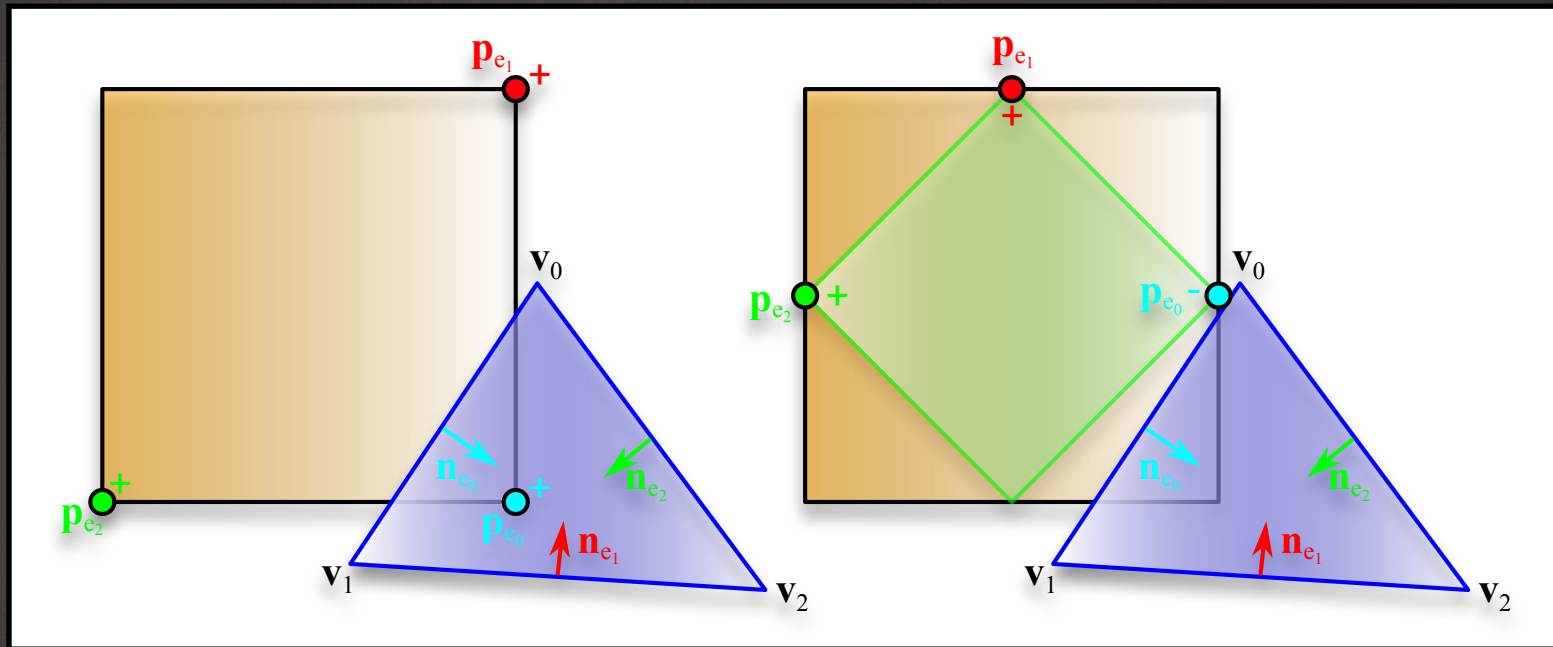


Conservative

Thin



2D Box Overlap



Conservative

Thin



Optimization

- **Pre-compute all per-triangle variables**
- **Determine the dominant normal direction**
 - select the orthogonal plane of maximal projection (XY, YZ, or ZX)
 - iterate over the component axes
- **Test the 2D projected overlap with the orthogonal plane of maximal projection first**
- **Depth intersection test to determine the minimal necessary range to iterate over**
- **Test the remaining two planar projections for overlap**

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
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8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
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10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
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20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```



Pseudocode

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20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

Precompute
Variables

Pseudocode

```

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20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```



Pseudocode

```

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20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

Iterate over
maximal plane

Pseudocode

```

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20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```



Pseudocode

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12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

maximal
plane test

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

Z-range calc
and iterate

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

remaining
plane tests

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$  unswizzle and store
21:  end function

```

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```



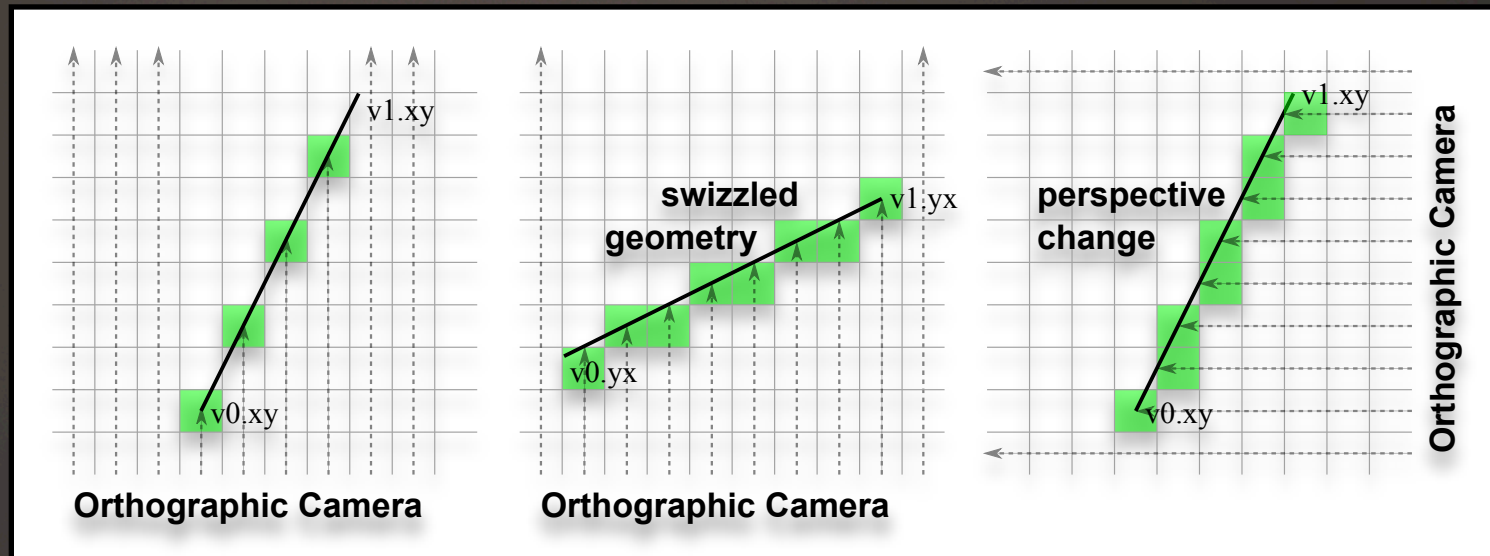
Fragment-Parallel Voxelization

- Improve parallelism by breaking up large triangles
- Use the existing rasterization based pipeline to accomplish this
- 2 potential problems to overcome
 - 1) Gaps within triangles caused by an overly oblique camera angle
 - 2) Gaps between triangles caused OpenGL's rasterization rules



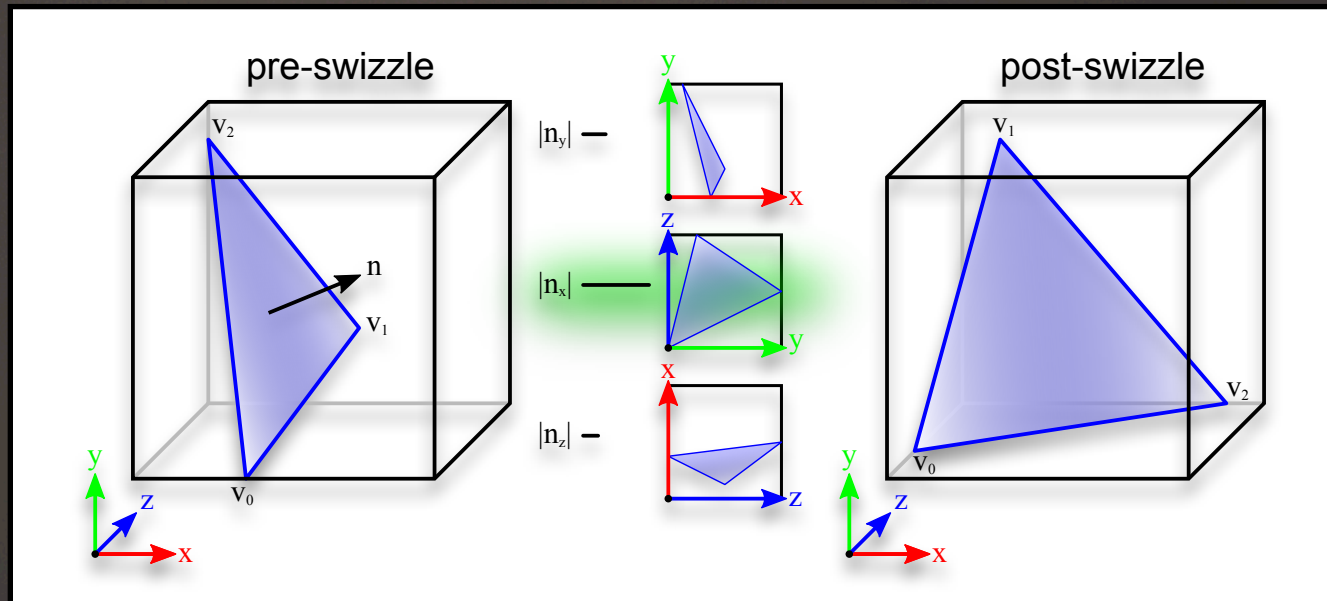
(1) Projection

- Can solve the first problem by projecting the input geometry onto the dominant plane



3D Projection

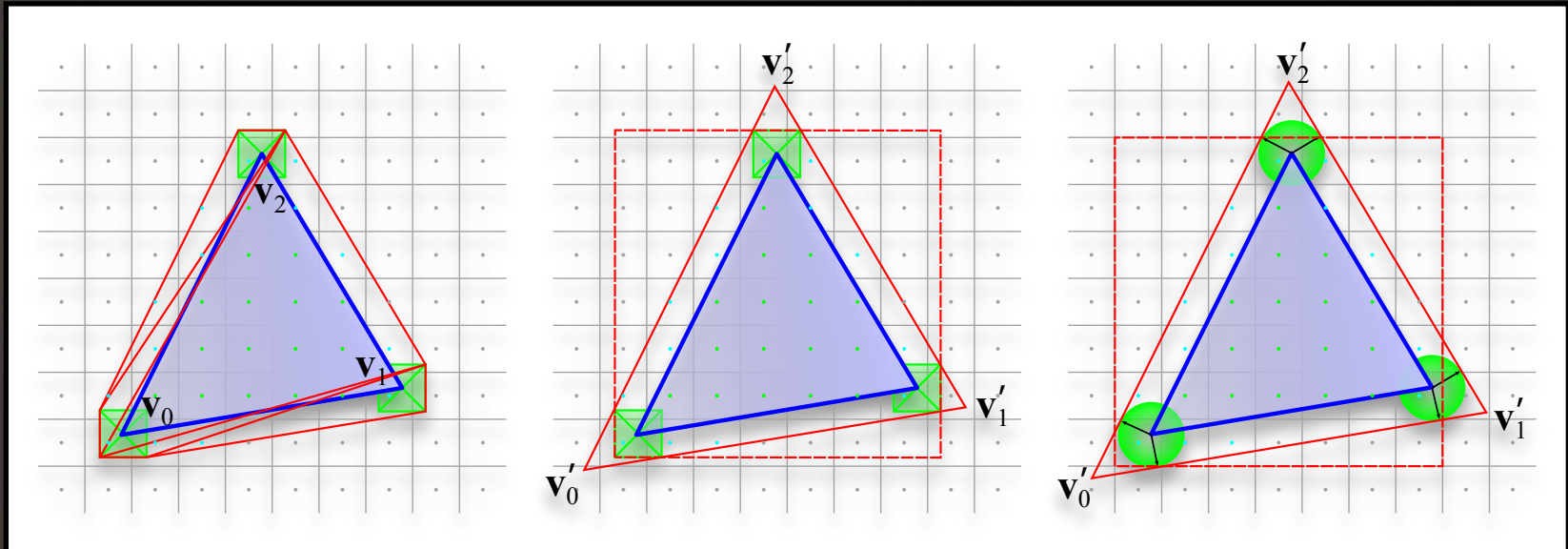
- The appropriate projection plane is selected by the dominant normal direction





(2) Conservative Rasterization

- Can solve the second problem with “conservative rasterization”



Hasselgren (A)

Hasselgren (B)

Hertel et al.



Conservative Rasterization

- Conservative rasterization dilates the input triangles such that if any part of a pixel is covered by the original triangle the pixel center is covered by the dilated triangle

$$\mathbf{v}'_i = \mathbf{v}_i + l \left(\frac{\mathbf{e}_{i-1}}{\mathbf{e}_{i-1} \cdot \mathbf{n}_{\mathbf{e}_i}} + \frac{\mathbf{e}_i}{\mathbf{e}_i \cdot \mathbf{n}_{\mathbf{e}_{i-1}}} \right)$$



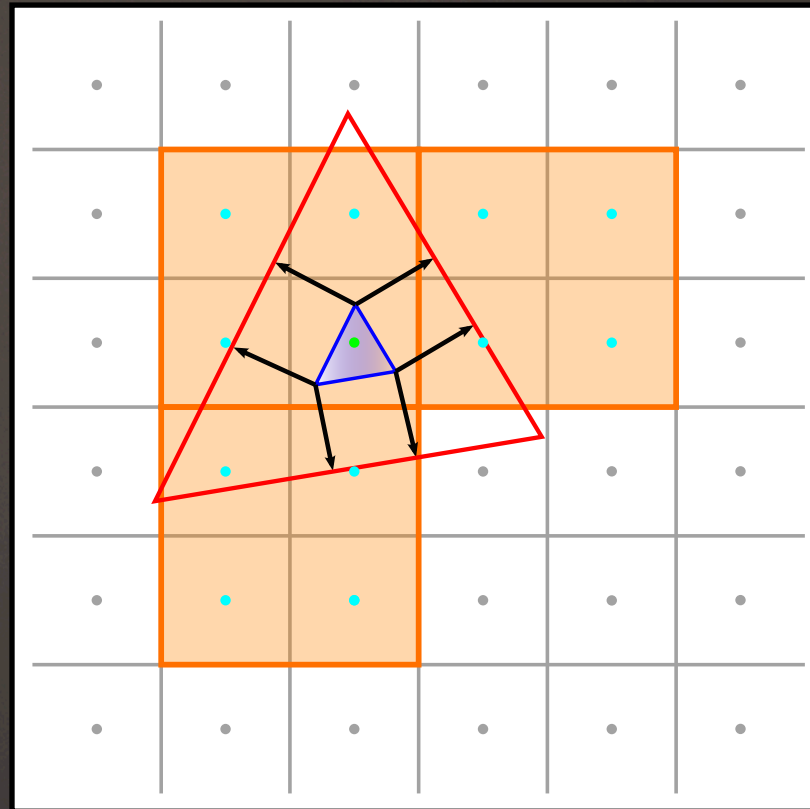
Quad Utilization

- Pixels actually processed in batches of 2x2 “quads” to provide derivative information
- A sub-voxel sized triangle may utilize only 25% of threads allocated
- Worse when triangle dilation is taken into account



Dilated Triangle Utilization

- This triangle exhibits only 8.33% thread utilization



Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```



Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i, x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i, y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i, x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i, y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i, x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i, y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min, x}, \dots, \mathbf{b}_{\max, x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min, y}, \dots, \mathbf{b}_{\max, y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min, z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max, z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

Geometry
Shader
flat ->
fragment
shader

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

handled implicitly

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```



Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```

fragment
shader

Pseudocode

```

1: function conservativeVoxelize( $\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2, \mathbf{b}_{\min}, \mathbf{b}_{\max}, \text{unswizzle}$ )
2:    $\mathbf{e}_i \leftarrow \mathbf{v}_{(i+1) \bmod 3} - \mathbf{v}_i$ 
3:    $\mathbf{n} \leftarrow \text{cross}(\mathbf{e}_0, \mathbf{e}_1)$ 
4:    $\mathbf{n}_{\mathbf{e}_i}^{XY} \leftarrow \text{sign}(\mathbf{n}_z) \cdot (-\mathbf{e}_{i,y}, \mathbf{e}_{i,x})^T$ 
5:    $\mathbf{n}_{\mathbf{e}_i}^{YZ} \leftarrow \text{sign}(\mathbf{n}_x) \cdot (-\mathbf{e}_{i,z}, \mathbf{e}_{i,y})^T$ 
6:    $\mathbf{n}_{\mathbf{e}_i}^{ZX} \leftarrow \text{sign}(\mathbf{n}_y) \cdot (-\mathbf{e}_{i,x}, \mathbf{e}_{i,z})^T$ 
7:    $d_{\mathbf{e}_i}^{XY} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{v}_{i,xy} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{XY}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{XY})$ 
8:    $d_{\mathbf{e}_i}^{YZ} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{v}_{i,yz} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{YZ}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{YZ})$ 
9:    $d_{\mathbf{e}_i}^{ZX} \leftarrow -\langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{v}_{i,zx} \rangle + \max(0, \mathbf{n}_{\mathbf{e}_i,x}^{ZX}) + \max(0, \mathbf{n}_{\mathbf{e}_i,y}^{ZX})$ 
10:   $\mathbf{n} \leftarrow \text{sign}(\mathbf{n}_z) \cdot \mathbf{n}$  // ensures  $z_{\min} < z_{\max}$ 
11:   $d_{\min} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \max(0, \mathbf{n}_x) - \max(0, \mathbf{n}_y)$ 
12:   $d_{\max} \leftarrow \langle \mathbf{n}, \mathbf{v}_0 \rangle - \min(0, \mathbf{n}_x) - \min(0, \mathbf{n}_y)$ 
13:  for  $\mathbf{p}_x \leftarrow \mathbf{b}_{\min,x}, \dots, \mathbf{b}_{\max,x}$  do
14:    for  $\mathbf{p}_y \leftarrow \mathbf{b}_{\min,y}, \dots, \mathbf{b}_{\max,y}$  do
15:      if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{XY}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{XY} \geq 0)$  then
16:         $z_{\min} \leftarrow \max(\mathbf{b}_{\min,z}, \lfloor (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\min}) \frac{1}{\mathbf{n}_z} \rfloor)$ 
17:         $z_{\max} \leftarrow \min(\mathbf{b}_{\max,z}, \lceil (-\langle \mathbf{n}_{xy}, \mathbf{p}_{xy} \rangle + d_{\max}) \frac{1}{\mathbf{n}_z} \rceil)$ 
18:        for  $\mathbf{p}_z \leftarrow z_{\min}, \dots, z_{\max}$  do
19:          if  $\forall_{i=0}^2 (\langle \mathbf{n}_{\mathbf{e}_i}^{YZ}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{YZ} \geq 0 \wedge \langle \mathbf{n}_{\mathbf{e}_i}^{ZX}, \mathbf{p}_{xy} \rangle + d_{\mathbf{e}_i}^{ZX} \geq 0)$  then
20:             $V[\text{unswizzle} \cdot \mathbf{p}] \leftarrow \text{true}$ 
21:  end function

```



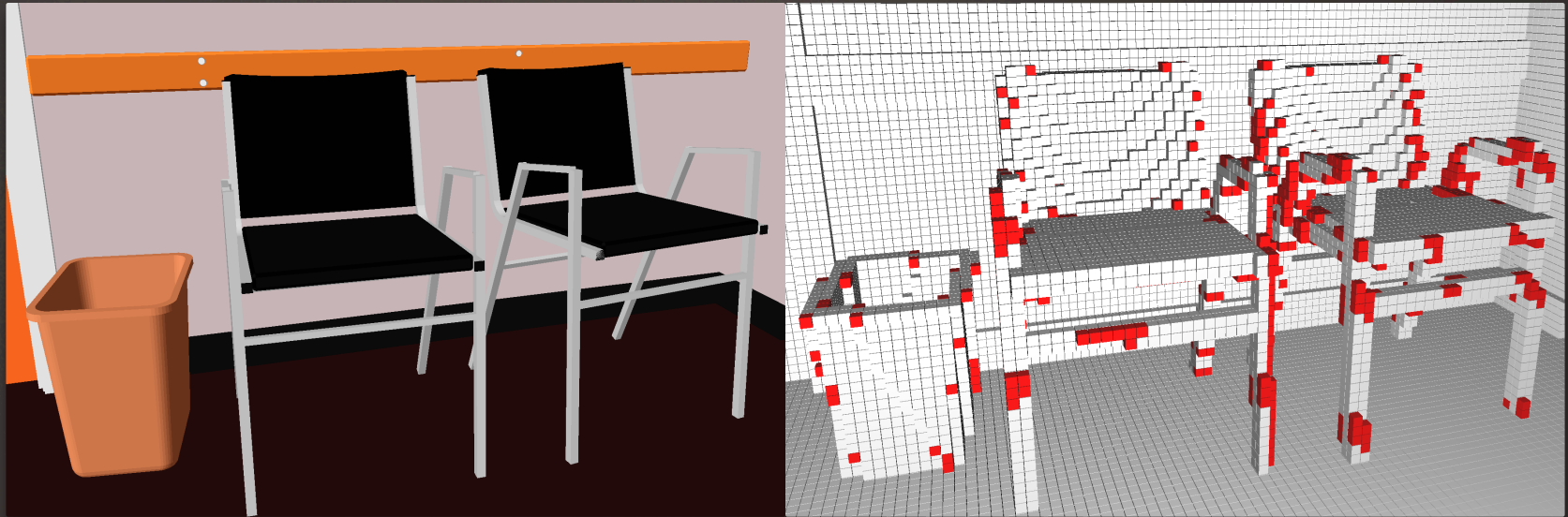
Computational v. Raster Intersection

- Triangle dilation can produce overly conservative results leading to false positives during voxelization
- Maintaining a computational intersection test eliminates false positives



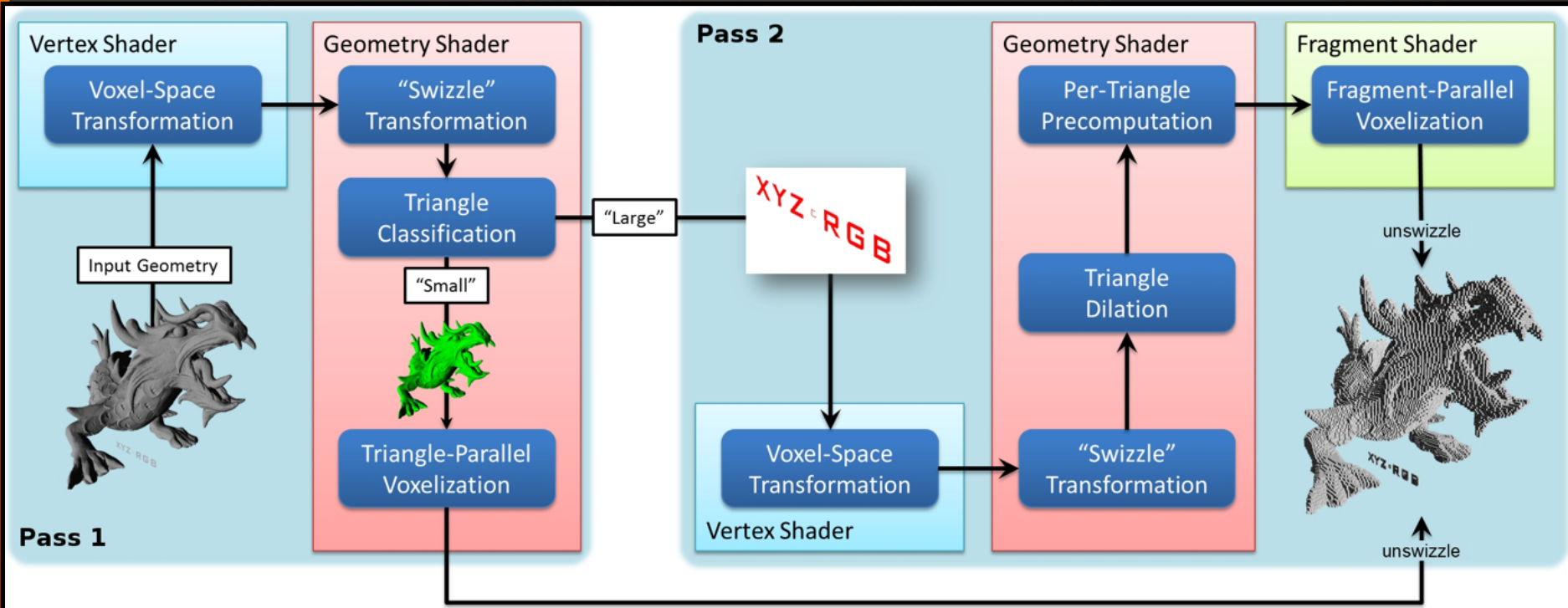
Computational v. Raster Intersection

- Red voxels indicate false positives





Full Pipeline





Attribute Interpolation

- Calculate barycentric coordinates of dilated triangle

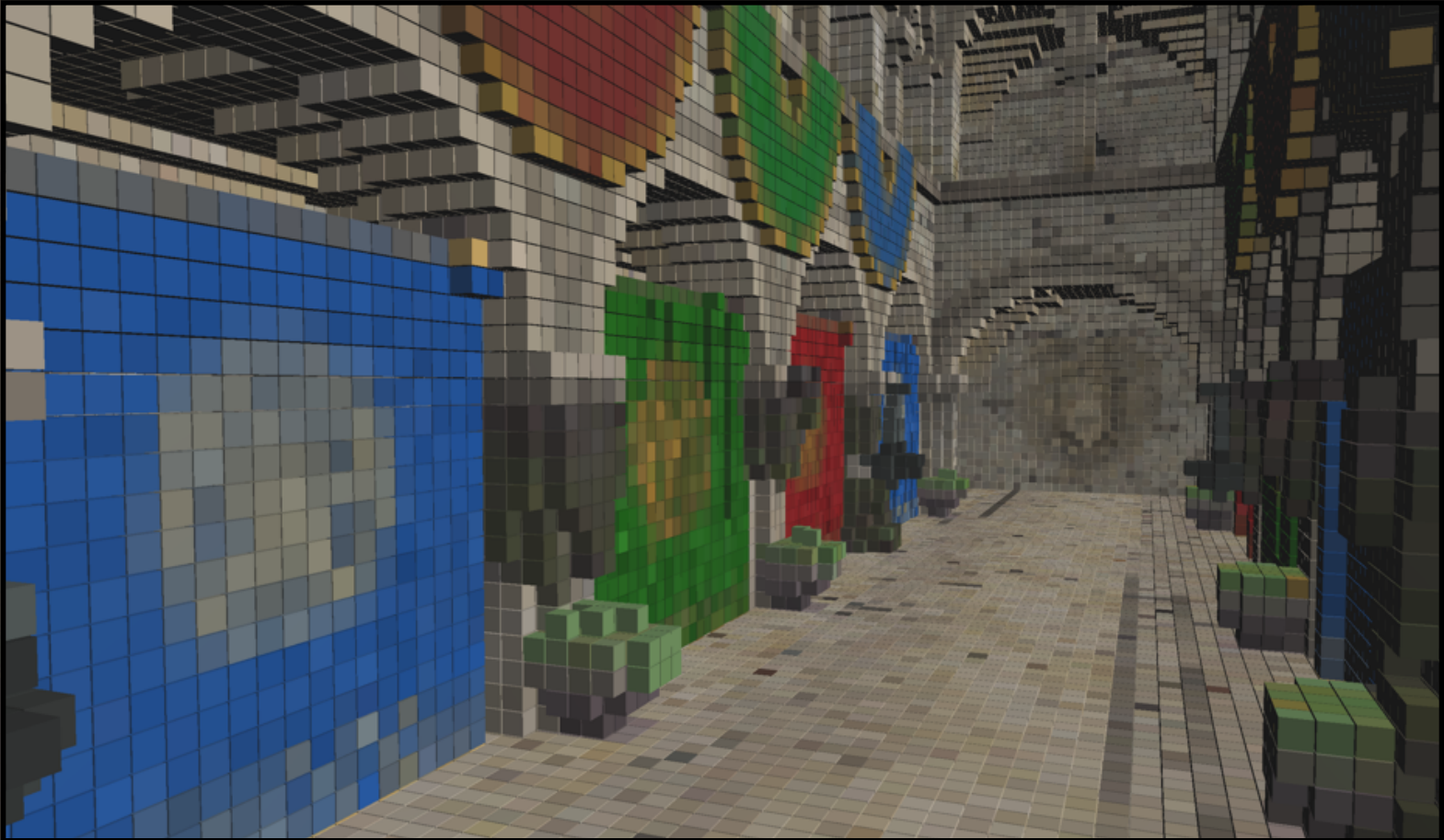
$$\lambda_i (\mathbf{v}'_i) = \frac{\text{area} (\mathbf{v}'_i, \mathbf{v}_{i+1}, \mathbf{v}_{i+2})}{\text{area} (\mathbf{v}_0, \mathbf{v}_1, \mathbf{v}_2)}$$

- Apply to the attributes of the original triangle to calculate dilated attributes

$$\mathbf{a}'_i = \lambda_0 (\mathbf{v}'_i) \mathbf{a}_0 + \lambda_1 (\mathbf{v}'_i) \mathbf{a}_1 + \lambda_2 (\mathbf{v}'_i) \mathbf{a}_2$$



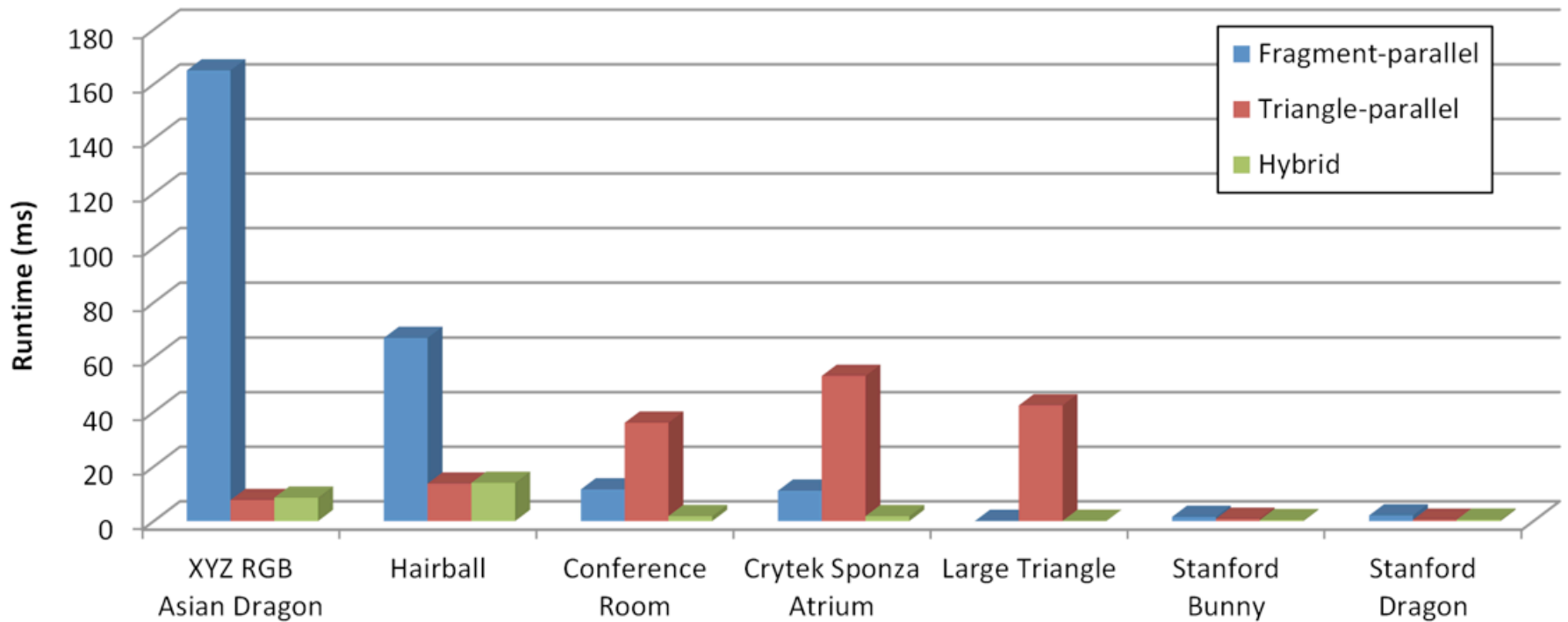
Color Voxelization (Sponza)



Original Image

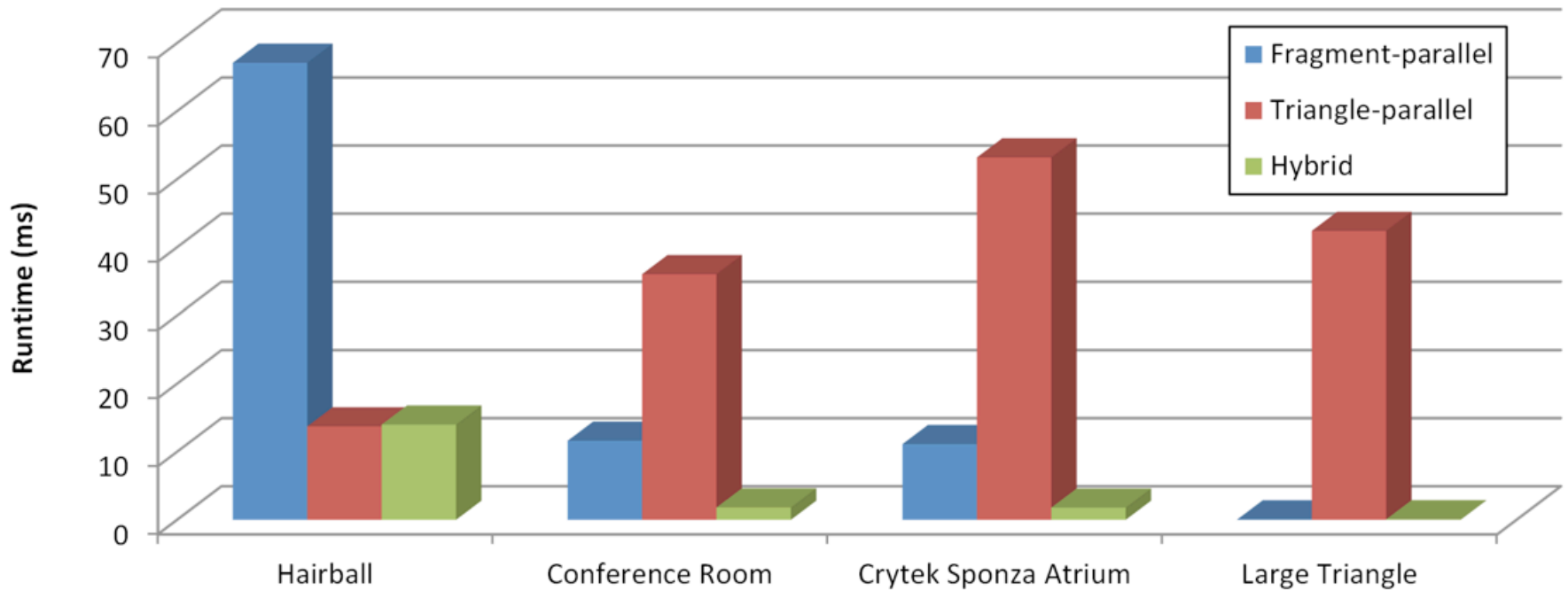
Results

Fragment vs Triangle vs Hybrid Voxelization Performance @ 256³



Results

Fragment vs Triangle vs Hybrid Voxelization Performance @ 256^3





Conclusion

- Fastest available voxelization, even on less than state of the art hardware
- Easy to implement in current graphics APIs, avoids complex tiling assignments, sorting stages, and work/load balancing schemes
- Does not sacrifice quality of the voxelization in order to utilize the graphics pipeline, i.e. maintains robust computational intersection at all stages



Questions?

Results

Model	Grid size	6-separating (thin) binary voxelization						
		Triangle-parallel	Fragment-parallel	Hybrid @voxels ²	Pass 1/Pass 2	Schwarz & Seidel	VoxelPipe	Crassin & Greene (680)
large triangle (1 tri)	128 ³	10.62	0.03	0.04 @na	36.1%/63.9%			
	256 ³	42.4	0.06	0.07 @na	22.1%/77.9%			
	512 ³	169.7	0.22	0.19 @na	12.0%/88.0%			
XYZ RGB Asian Dragon (7,219,045 tris)	128 ³	6.37	165.2	8.51 @2.0	99.9%/0.1%	11.36	21.2	
	256 ³	7.70	165.0	8.57 @1.7	99.7%/0.3%	14.73		
	512 ³	9.80	164.6	10.3 @1.4	99.8%/0.2%	16.67	22.0	
Crytek Sponza Atrium (262,267 tris)	128 ³	13.4	10.65	1.11 @2.8	87.7%/12.3%			
	256 ³	53.2	11.13	1.80 @3.9	71.6%/28.3%			
	512 ³	208.7	11.87	3.68 @3.1	52.8%/47.2%			
Conference (331,179 tris)	128 ³	9.23	11.47	1.41 @0.5	68.5%/31.5%	3.9	3.3	
	256 ³	36.04	11.62	1.82 @1.7	69.2%/30.8%			
	512 ³	141.2	11.94	3.01 @0.9	52.2%/47.8%	59.3	4.3	
Stanford Bunny (69,666 tris)	128 ³	0.28	1.58	0.19 @1.8	88.1%/11.9%	0.60		
	256 ³	0.82	1.55	0.34 @4.5	91.6%/8.4%	0.89		
	512 ³	3.12	1.82	1.08 @12.7	93.0%/7.0%	2.35		
Stanford Dragon (100,000 tris)	128 ³	0.25	2.13	0.26 @13.3	97.8%/2.2%	3.44	4.8	1.19
	256 ³	0.51	2.09	0.52 @5.9	93.4%/6.6%	3.96		
	512 ³	1.61	2.25	1.25 @13.7	88.6%/11.4%	4.44	5.0	1.38
Hairball (2,880,000 tris)	128 ³	7.09	74.8	7.37 @2.3	99.89%/0.11%	22.8	12.8	
	256 ³	13.73	67.1	14.0 @2.4	99.94%/0.06%			
	512 ³	33.47	68.4	33.9 @8.0	99.97%/0.03%	95.0	18.3	