





Bounding Volumes

Simple volume description guaranteed to contain a more complex volume description

Test ray against more complex primitive only if it intersects bounding volume

Increases time for hits, but reduces time when ray misses bounding volume

Provide bounds on interval of intersection

Johns Hopkins Department of Computer Science Course 600.456: Rendering Techniques, Professor: Jonathan Cohen













Space Partitioning

Break model space into chunks

Pre-compute which objects overlap each chunk

Trace rays through chunks

Only intersect rays with objects stored in current chunk

Typically only allow each ray-object intersection once (not in multiple chunks)

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