

Two Simple Single-pass GPU methods for Multi-channel Surface Voxelization of Dynamic Scenes - Supplemental Material -

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1. Additional Images

Voxelizations of several models into a 128^3 grid. The volumes in the order that they appear are the occupancy volume, the albedo volume, the normals volume, the lighting volume and the spherical harmonics volume of the direct illumination (R component).

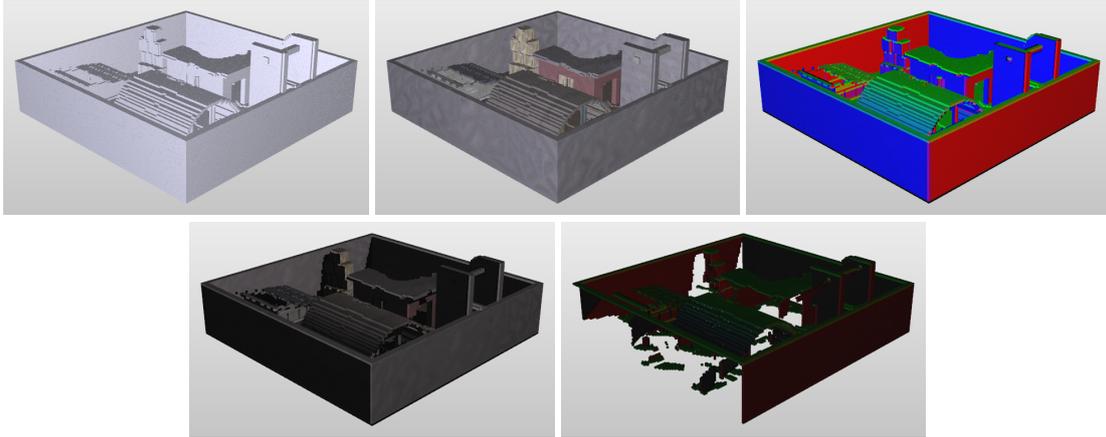


Figure 1: Voxelization of an Arena model of 10219 triangles; an open air environment.

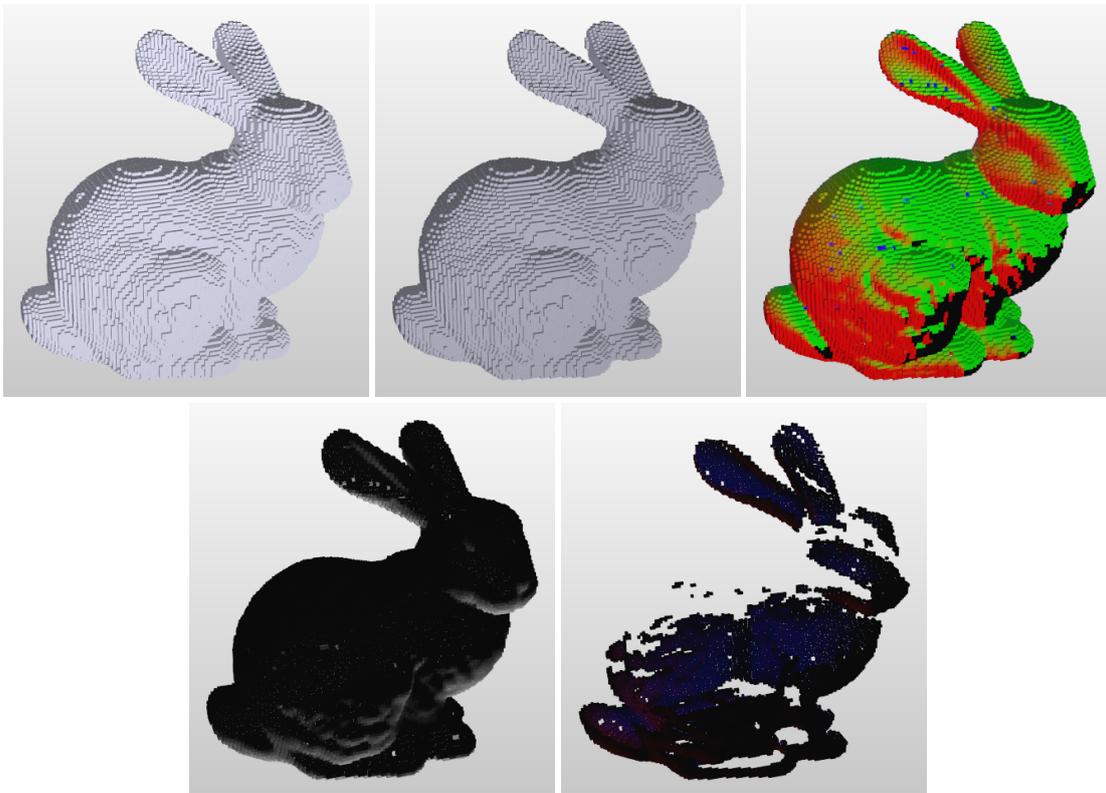


Figure 2: Voxelization of the Bunny model of 69451 triangles.

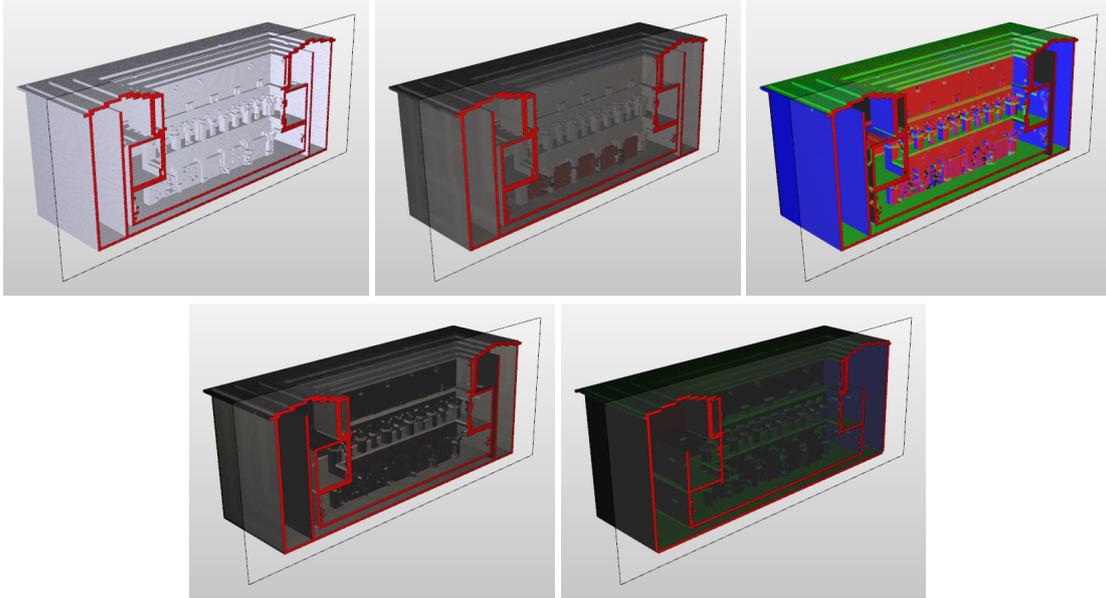


Figure 3: Voxelization of the Sponza II model of 219305 triangles; cross section depicted here.

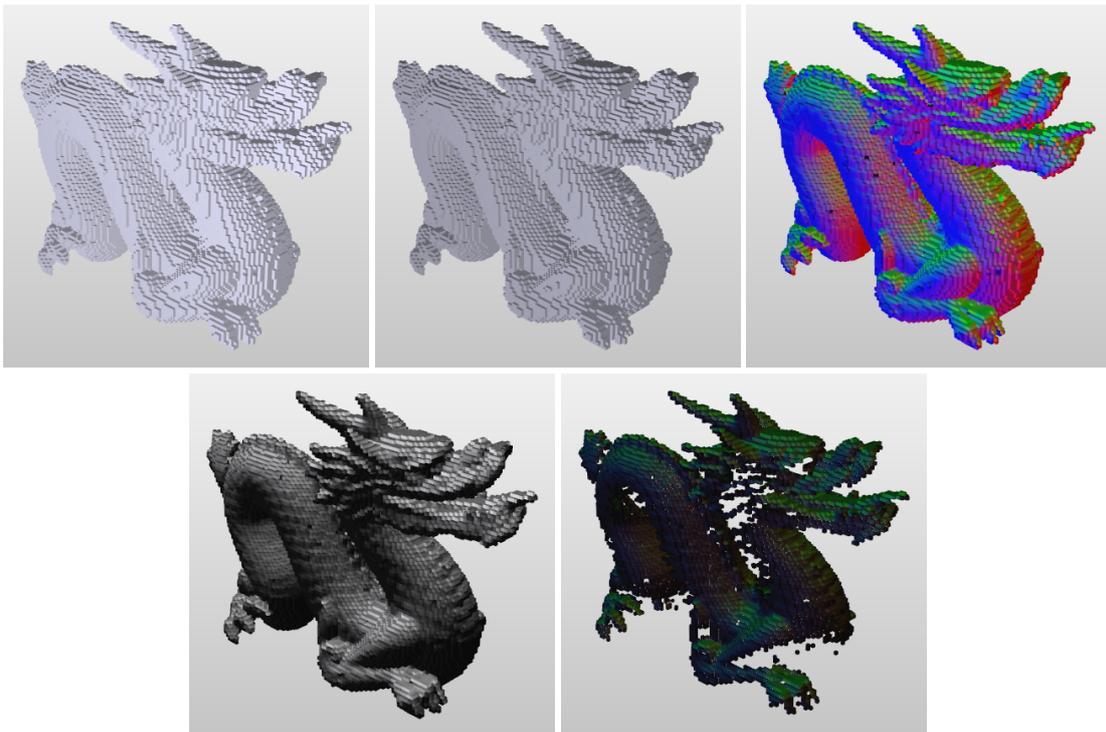


Figure 4: Voxelization of the Dragon model of 871414 triangles.