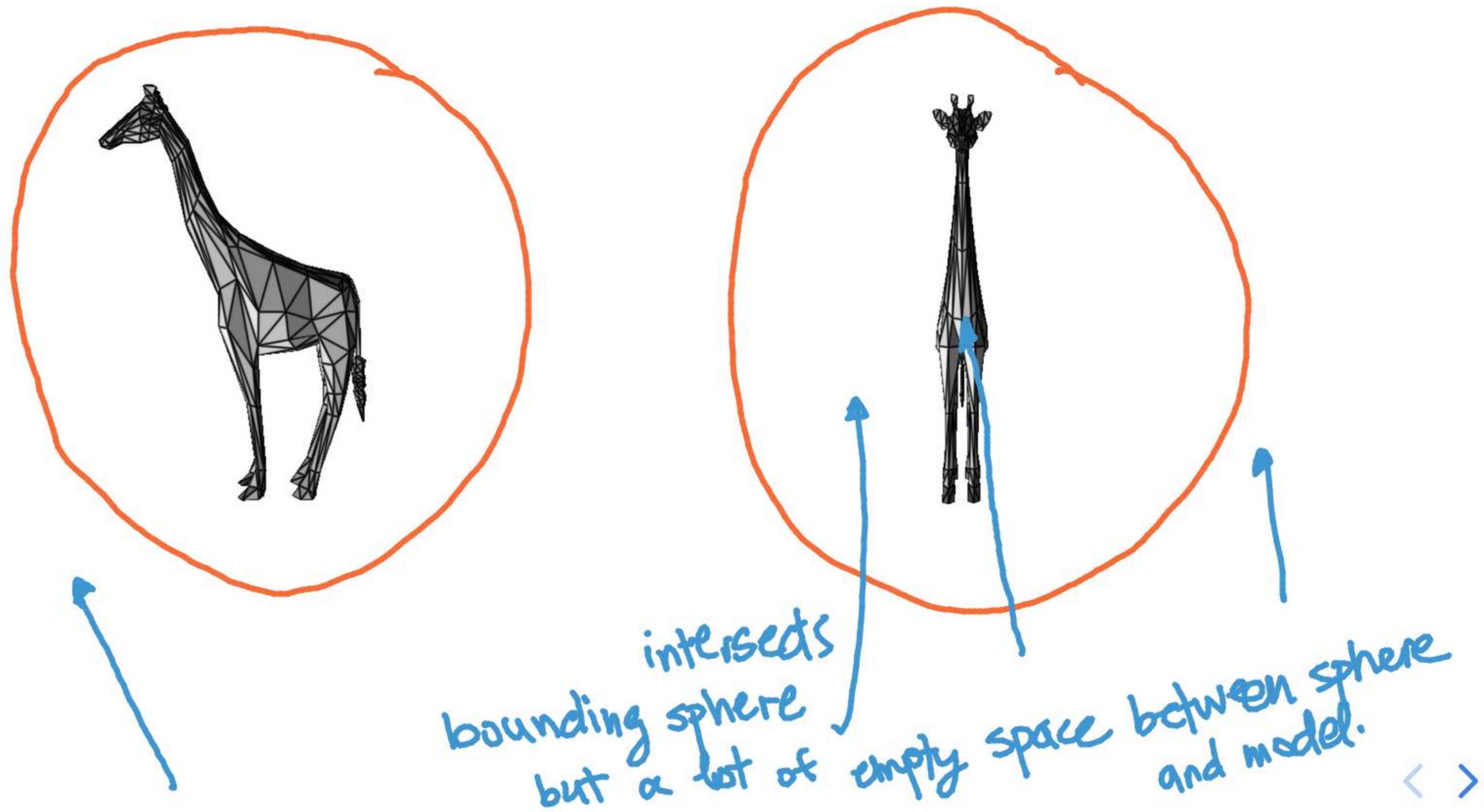


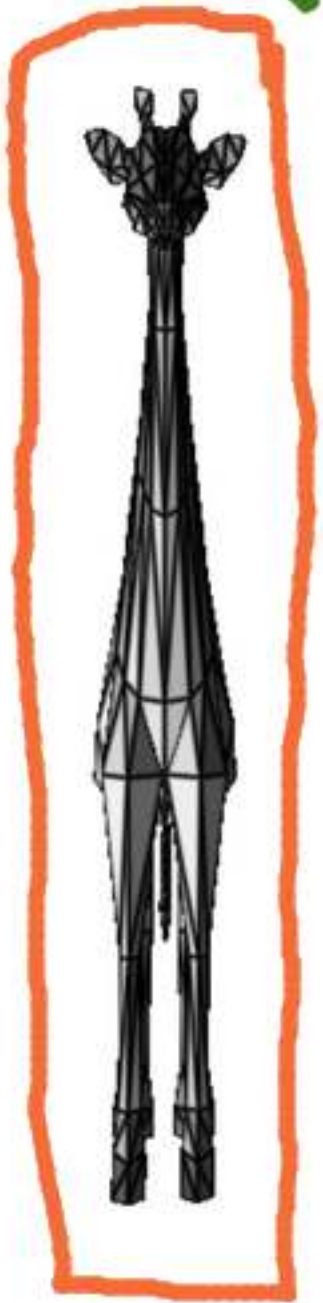
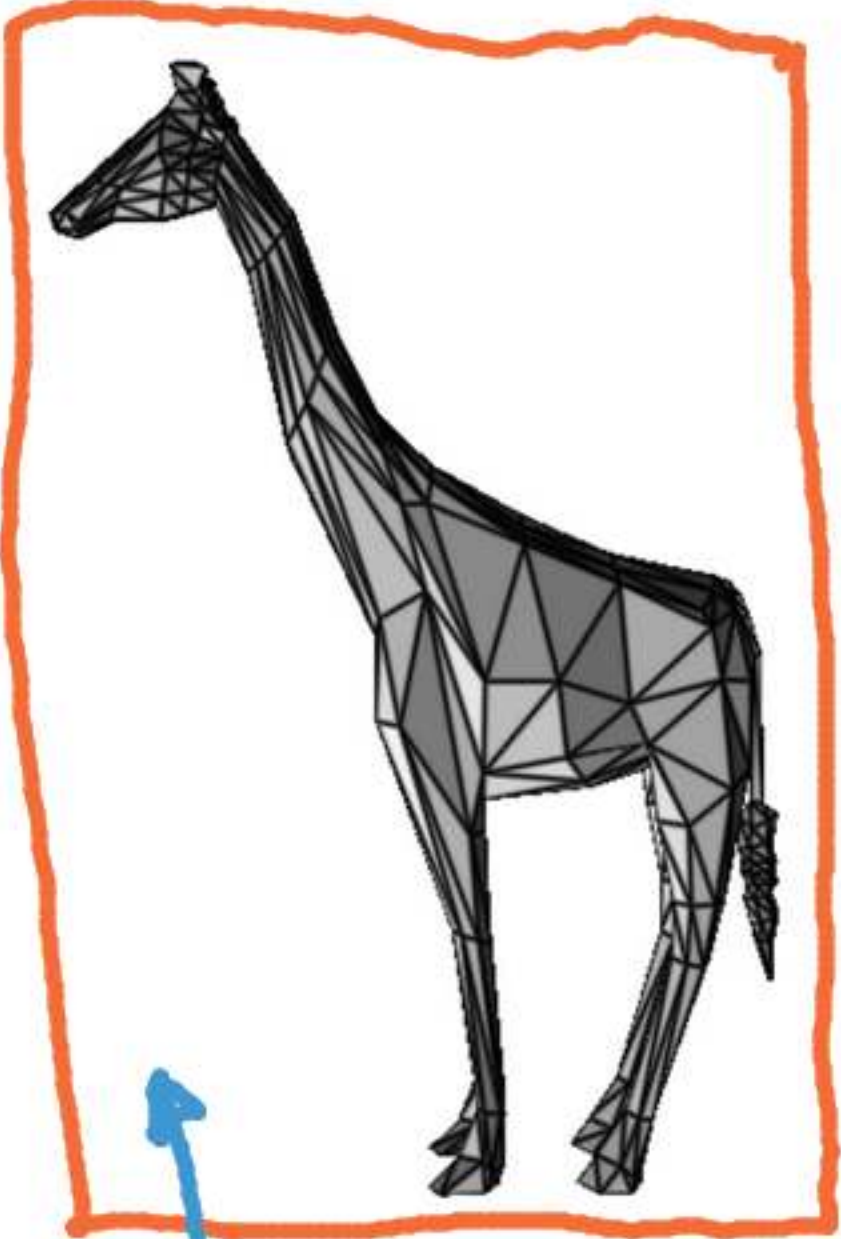
Can we make it faster? Ideas?



Can we make it faster? Ideas?

aligned with x, y, z axes.

axis-aligned bounding box (AABB)
we need to intersect rays with AABB.

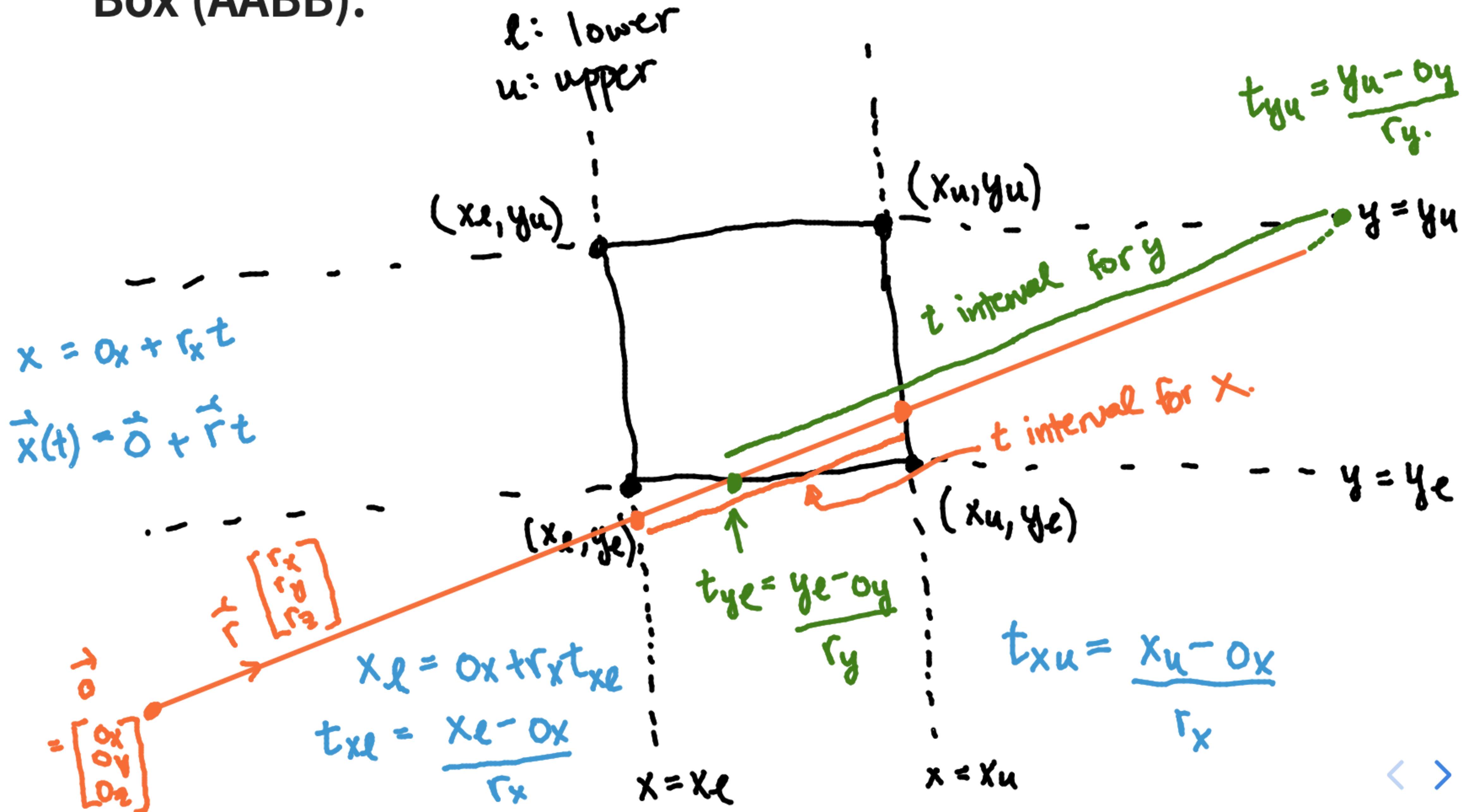


don't check triangles

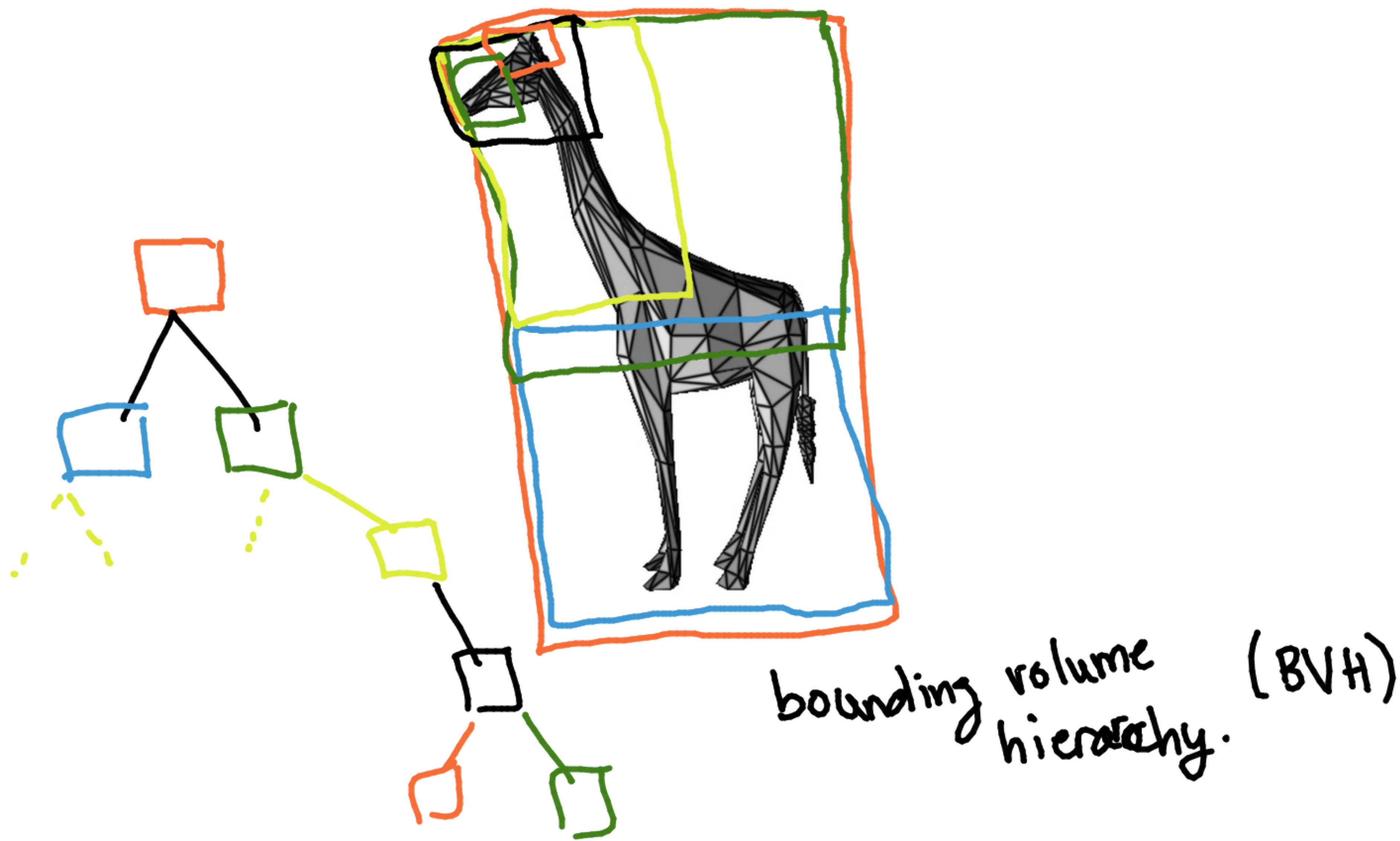
check triangles

ray

How to intersect a ray with an Axis-Aligned Bounding Box (AABB).



Can we make this better?



How to build a Bounding Volume Hierarchy (BVH).

input: array of objects Array of Triangle.
(has AABB).

- 1) pick some axis to split objects
- 2) sort objects along this axis
- 3) assign first half of objects to **left node**
assign second half of objects to **right node**
(build tree recursively).

