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.