

Figure 12: Point rendering vs. surface splatting. From left to right we show a hierarchical PBR with 9, 10, and 11 refinement levels — each rendered with points and with anti-aliased splats. The number of points in the models are 600 K, 2.6 M, and 10.5 M respectively. The obtained frame rates (points/splats) are: 16.3/5.2, 5.1/1.6, and 1.4/0.5.



Figure 13: Progressive transmission of the David head model. From left to right we show snapshots with 5, 15, 50, and 100 percent of the data received. Reconstruction is done by breadth-first traversal. The bottom row shows close-up views of the top row.

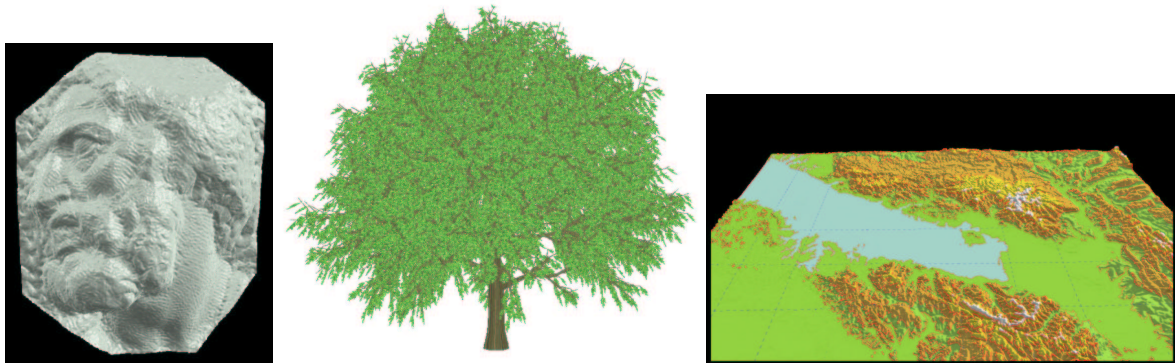


Figure 14: Three of our test models. The St. Matthew data set (courtesy Marc Levoy¹⁴) is pure geometry plus normals. The tree (courtesy Oliver Deussen) and the terrain have colored textures in addition.