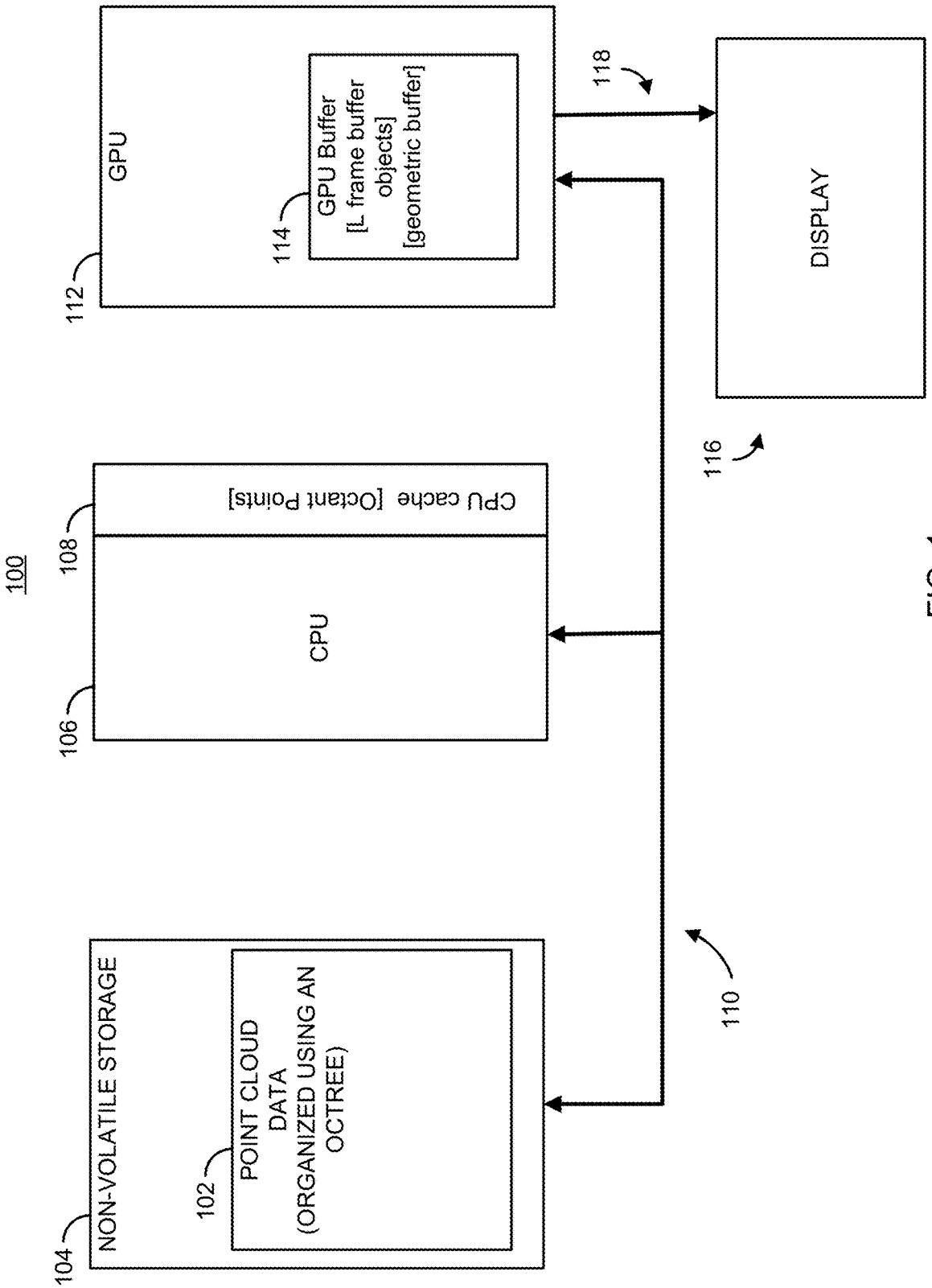
100
GPU
112
GPU Buffer
[L frame buffer
objects]
[geometric buffer]
114
118
DISPLAY
116
CPU cache [Octant Points]
108
CPU
106
NON-VOLATILE STORAGE
104
POINT CLOUD
DATA
(ORGANIZED USING AN
OCTREE)
102
110

FIG. 1