BSP-Trees

- Binary Space Partition Trees
  - Split space along planes
  - Allows fast queries of some spatial relations
- Simple construction algorithm
  - Select a plane as sub-tree root
  - Everything on one side to one child
  - Everything on the other side to other child
  - Use random polygon for splitting plane
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Monday, September 22, 2008
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Visibility Traversal
- Variation of in-order-traversal
  - Child one
  - Sub-tree root
  - Child two
- Select “child one” based on location of viewpoint
  - Child one on same side of sub-tree root as viewpoint

Monday, September 22, 2008
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c_1:b:d:a:f:e_1;c_2:g:e_2

g:e_2;c_2:f:e_1;a:c_1:b:d

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