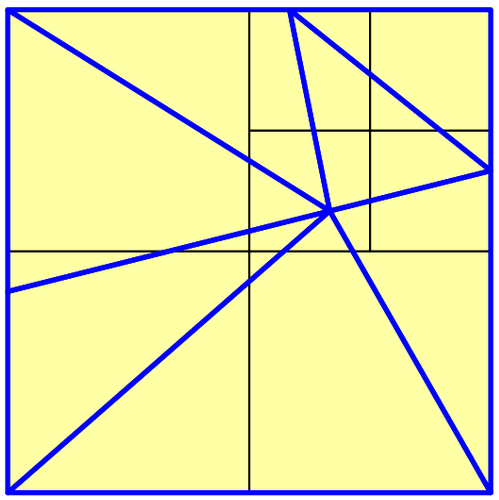
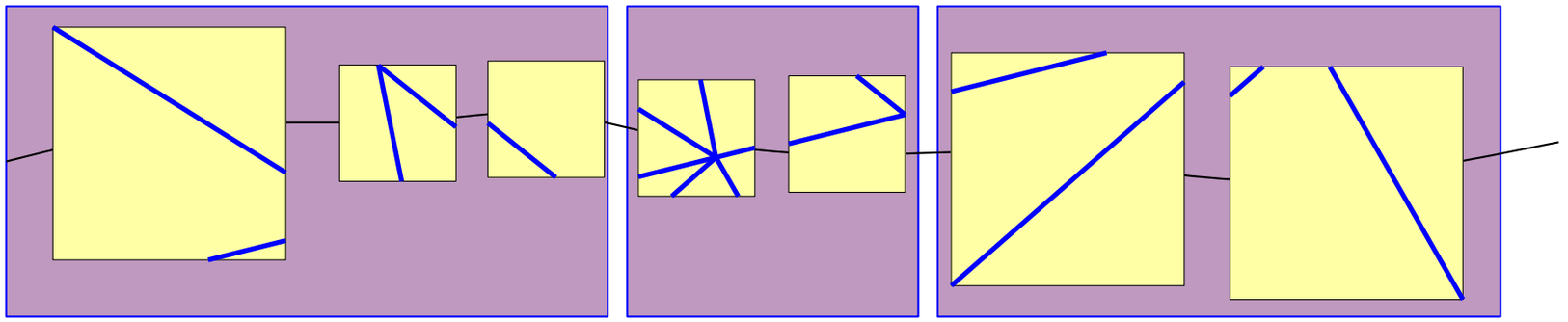
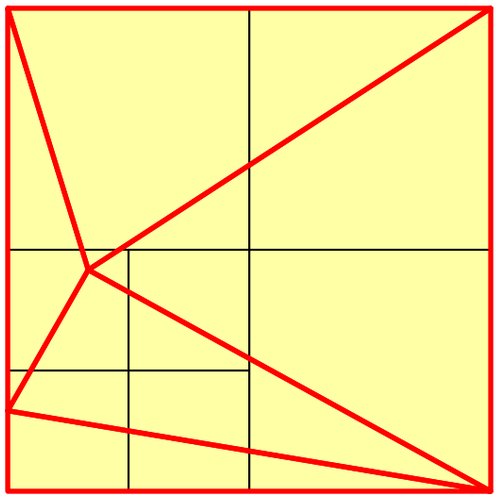
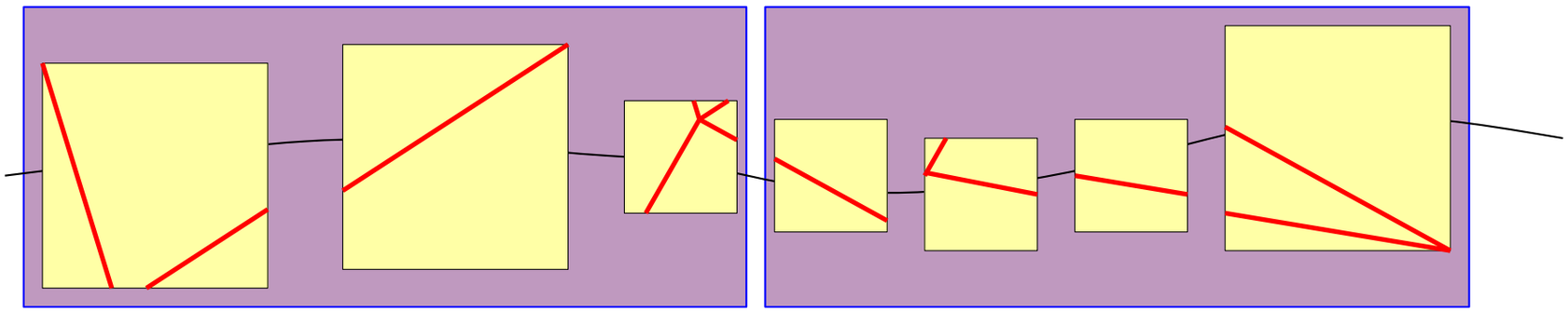
# Map overlay with quadtrees in Z-order



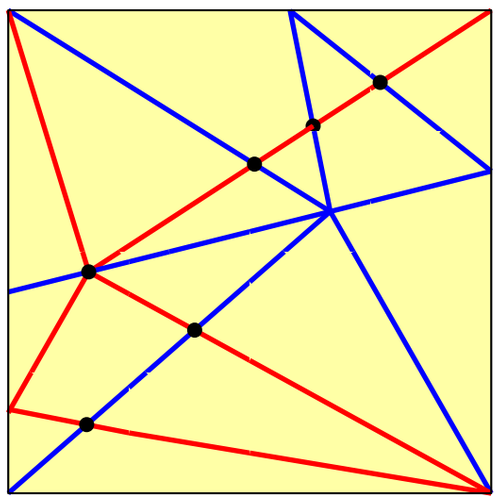


each block is needed only once





$n$: number of triangles; $B$: disk block size

Ideally: $O(n)$ quadtree cells, $O(1)$ edges each

$\rightarrow$ Overlay in $O(scan(n)) = O(n/B)$ I/O's.