

Voxel

A voxel is a three-dimensional volume element of a three-dimensional space. It is described by three-dimensional coordinates, derived from a rasterization of the space. While the rasterization is usually isotropic (same dimensions of one voxel in any of the three directions in 3D space), it is also possible to raster each spacial direction independently from the other two. Although the two are closely related to one another a voxel has a volume, while a [vertex](#) has none. See also [pixel](#) on the basic principles of this rasterization.

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