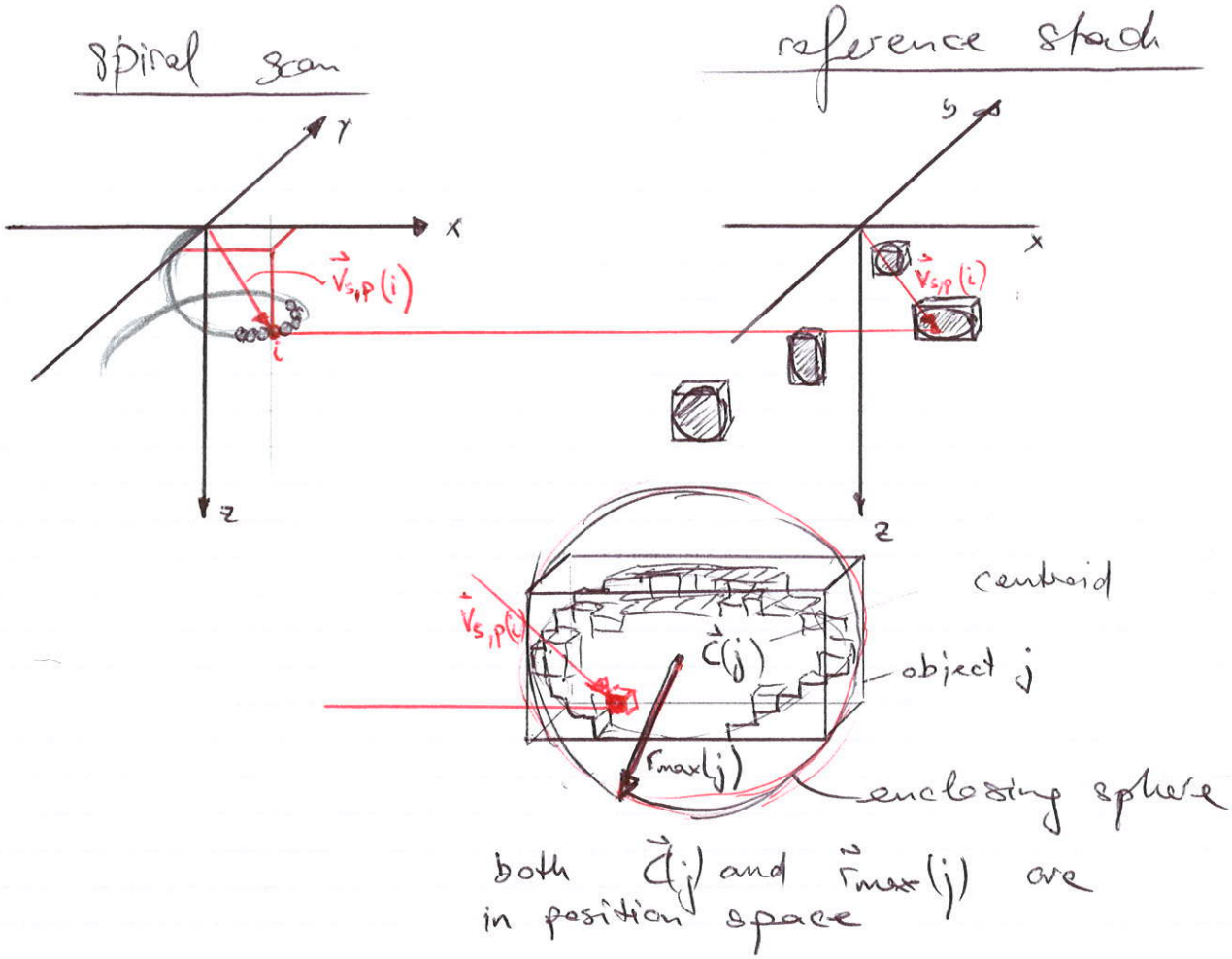

both $\vec{c}(j)$ and $\vec{r}_{max}(j)$ are in position space

Algorithm

For each pixel of the spiral, the corresponding object is directly assigned.

1. For a pixel i of the spiral, get the position feedback vector $\vec{v}_{s,p}(i)$.

2. Loop through all of the objects and check whether $\vec{v}_{s,p}(i)$ lies within any of the enclosing spheres.

3. Loop over all the objects that give a hit and check wether $\vec{v}_{s,p}(i)$ lies within any of the object's voxels (stored as 3D boolean array)