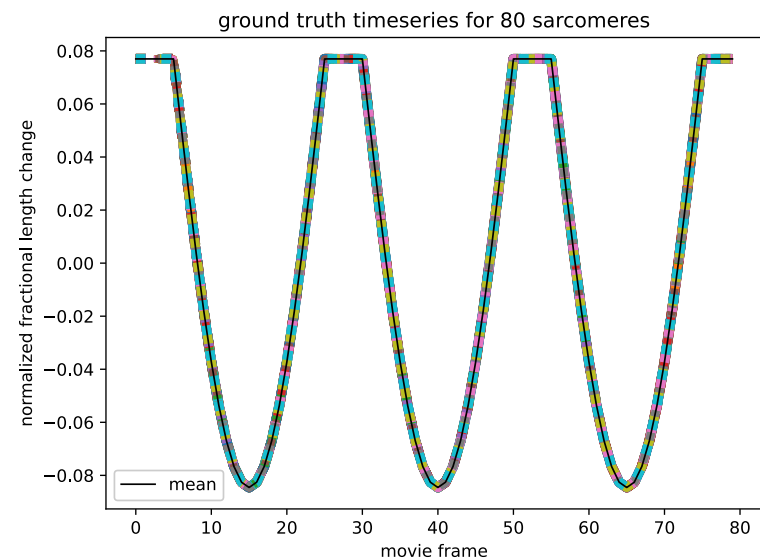
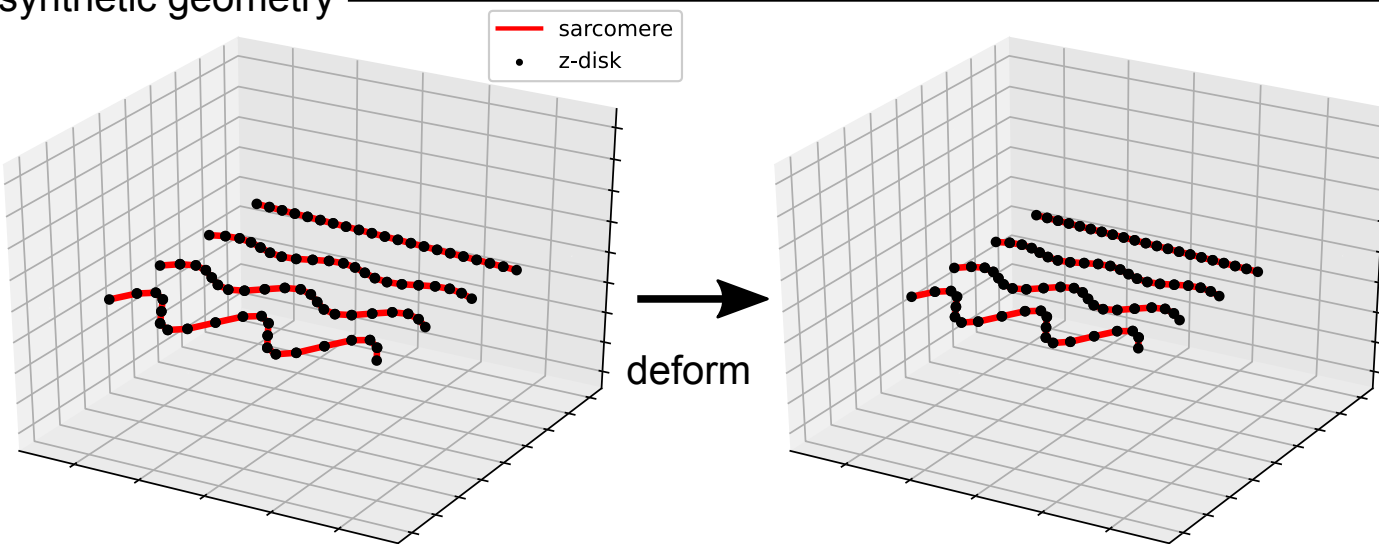
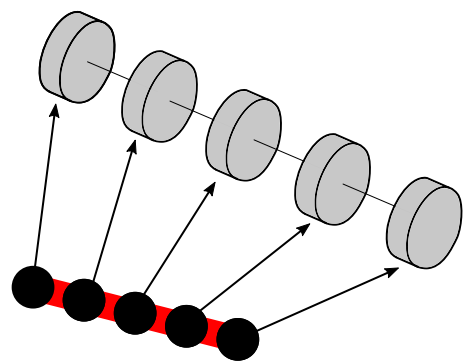


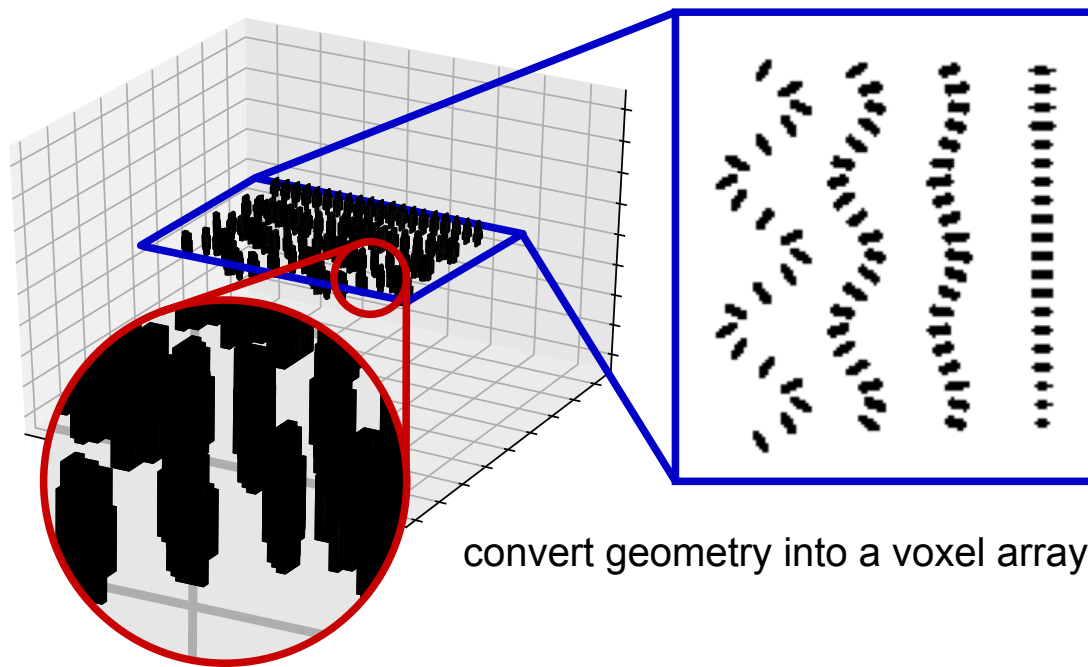
synthetic geometry



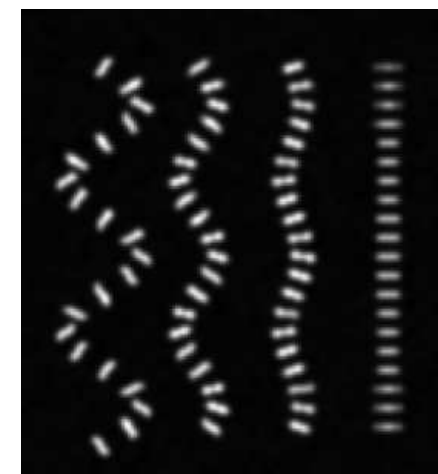
render geometry



z-disks are modeled
as cylinders



convert geometry into a voxel array



create 2D image