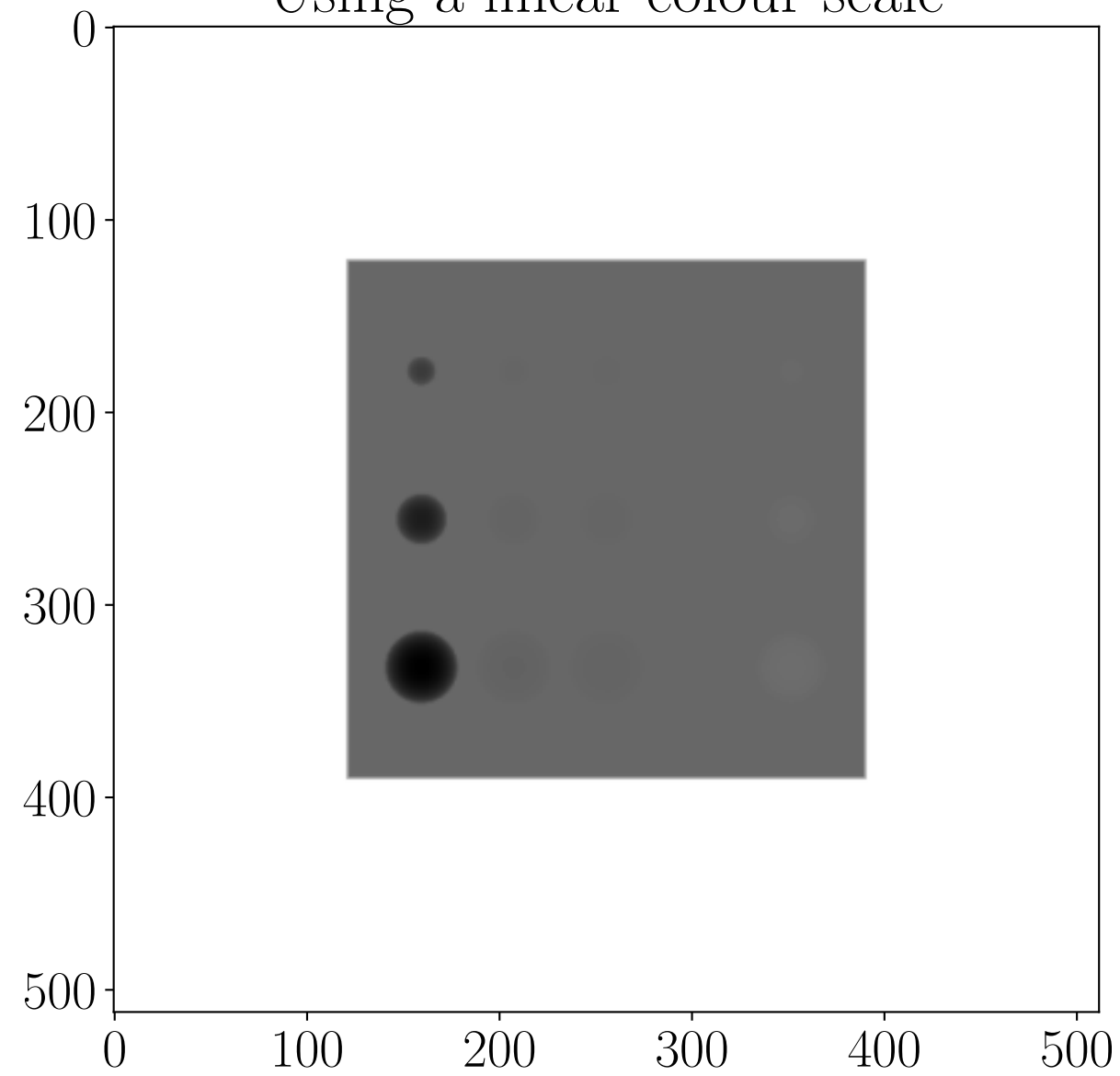Image simulated using gVirtualXray,
integration on GPU

Using a linear colour scale

Using a Power-law colour scale