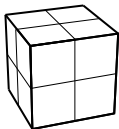


## Standard geometries

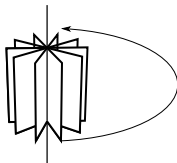
### # Volume geometry

```
ts.volume(  
    shape=(2, 2, 2),  
    size=(2, 2, 2),  
    pos=(0, 0, 0),  
)
```



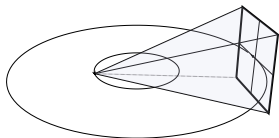
### # Single-axis parallel beam

```
ts.parallel(  
    angles=[0, ..., 0.8 * np.pi],  
    shape=(2, 2),  
    size=(2, 2),  
)
```



### # Circular cone beam

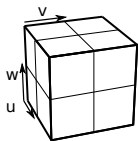
```
cone_pg = ts.cone(  
    angles=100,  
    shape=2,  
    src_orig_dist=1,  
    src_det_dist=4,  
)
```



## Vector (arbitrarily oriented) geometries

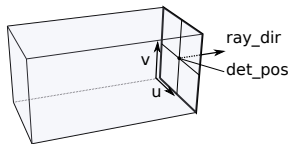
### # Volume vector geometry

```
ts.volume_vec(  
    shape=(2, 2, 2),  
    pos=[(0, 0, 0)],  
    w=[(1, 0, 0)],  
    v=[(0, 1, 0)],  
    u=[(0, 0, 1)],  
)
```



### # Parallel vector geometry

```
ts.parallel_vec(  
    shape=(2, 2),  
    ray_dir=[(0, 1, 0)],  
    det_pos=[(0, 2, 0)],  
    det_v=[(1, 0, 0)],  
    det_u=[(0, 0, 1)],  
)
```



### # Cone vector geometry

```
ts.cone_vec(  
    shape=(2, 2),  
    src_pos=[(0, -2, 0)],  
    det_pos=[(0, 2, 0)],  
    det_v=[(1, 0, 0)],  
    det_u=[(0, 0, 1)],  
)
```

