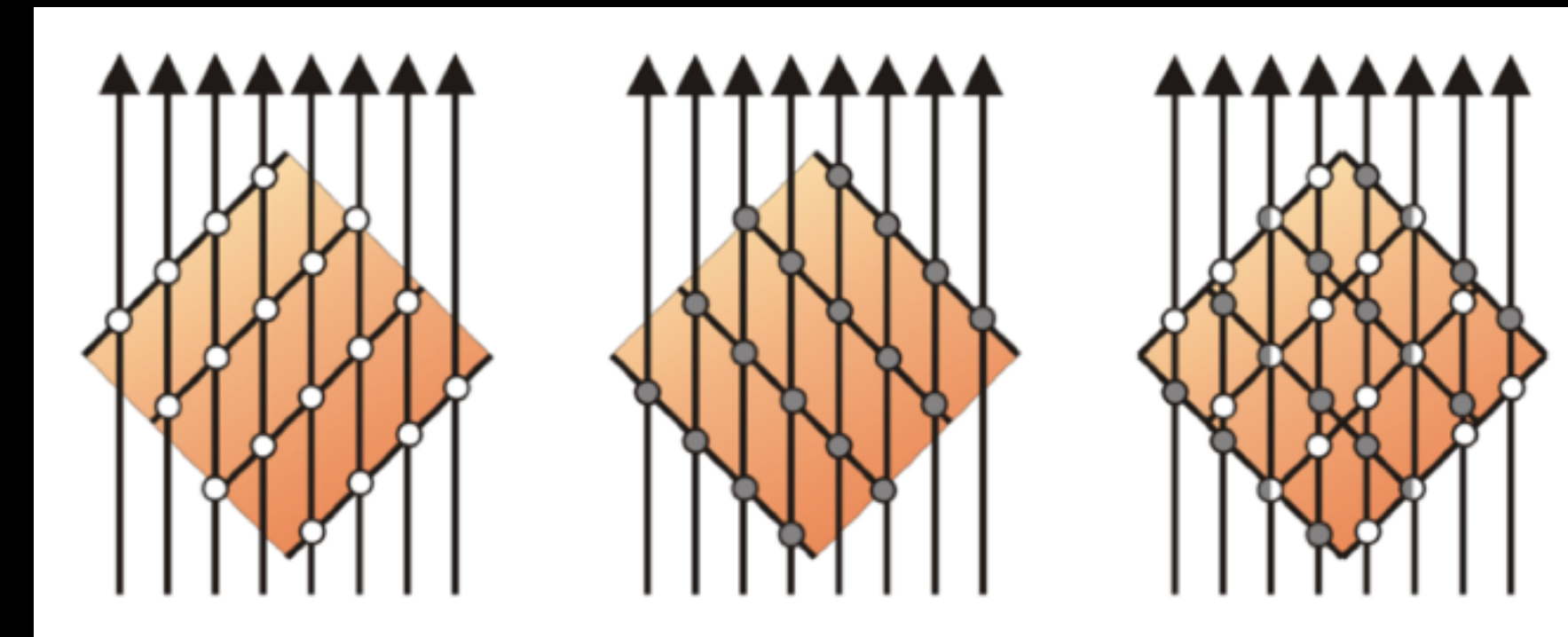
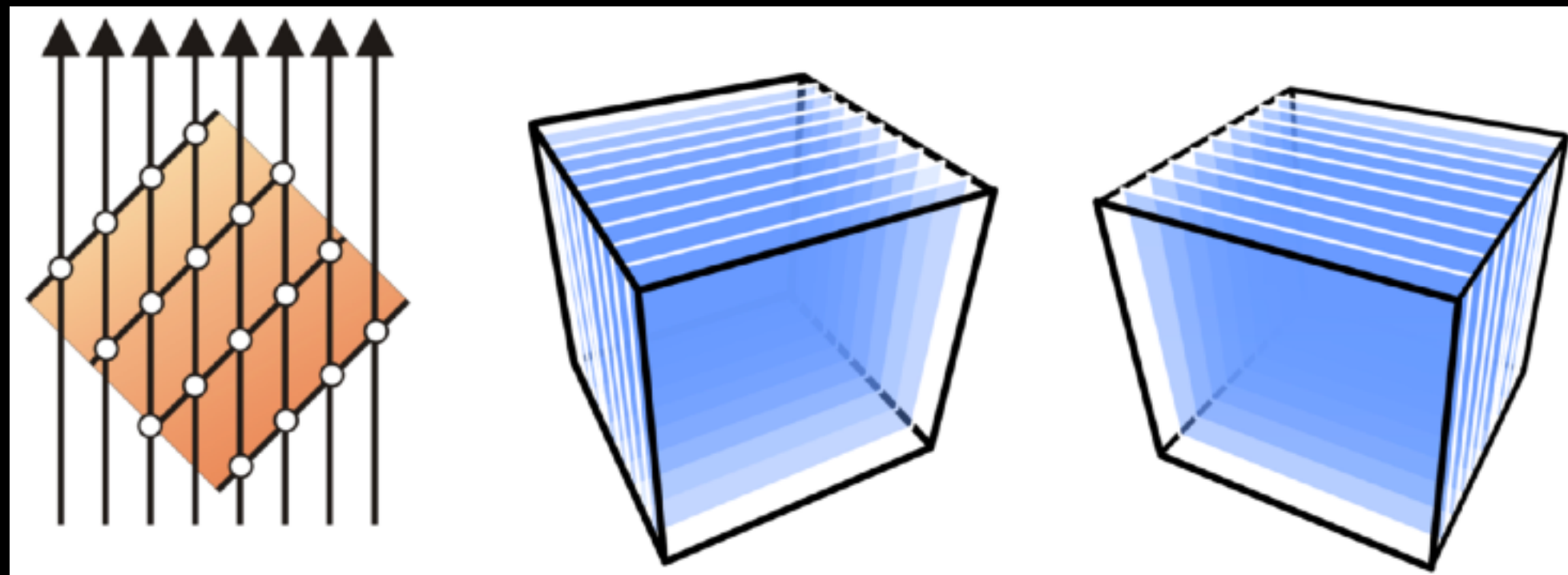
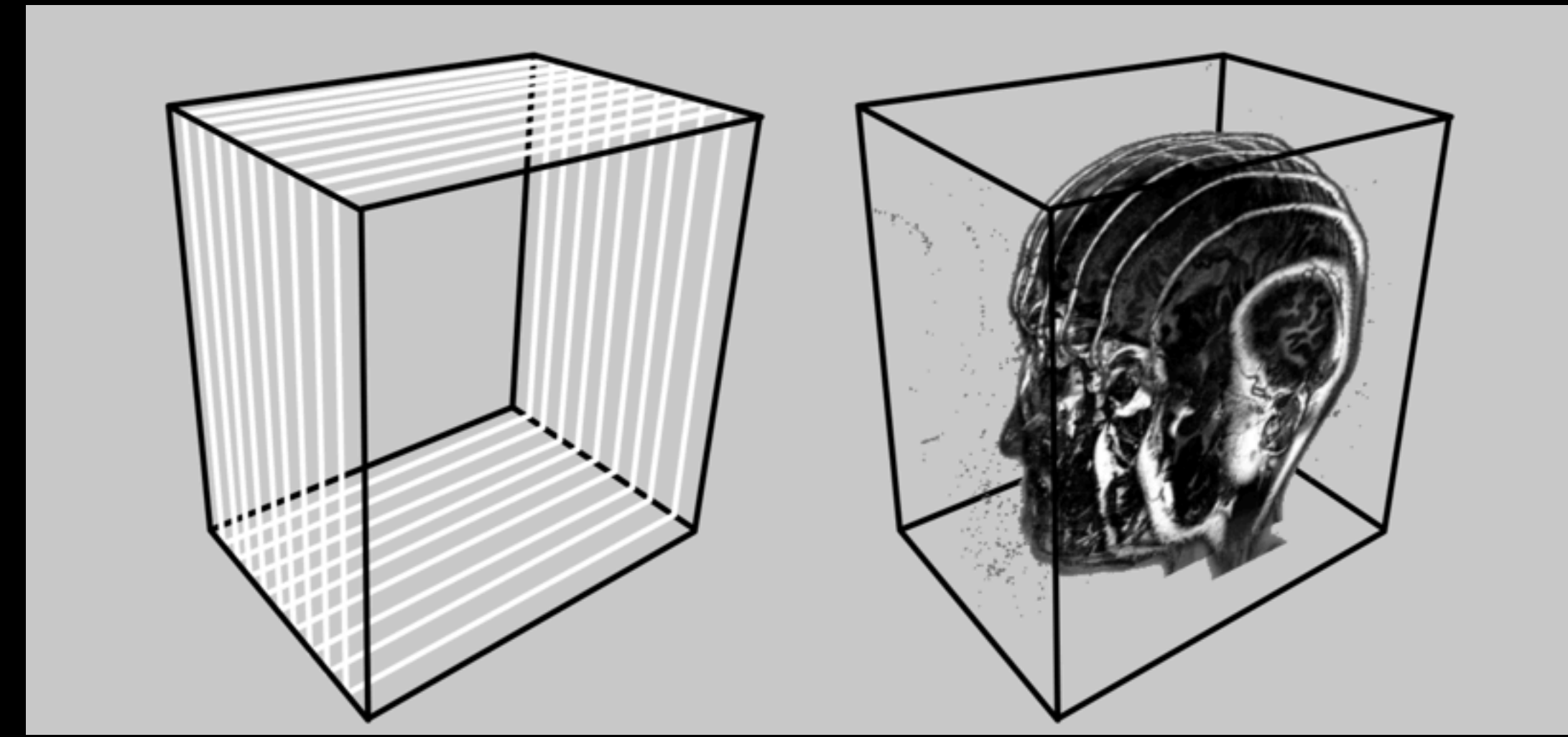


TEXTURE SLICING

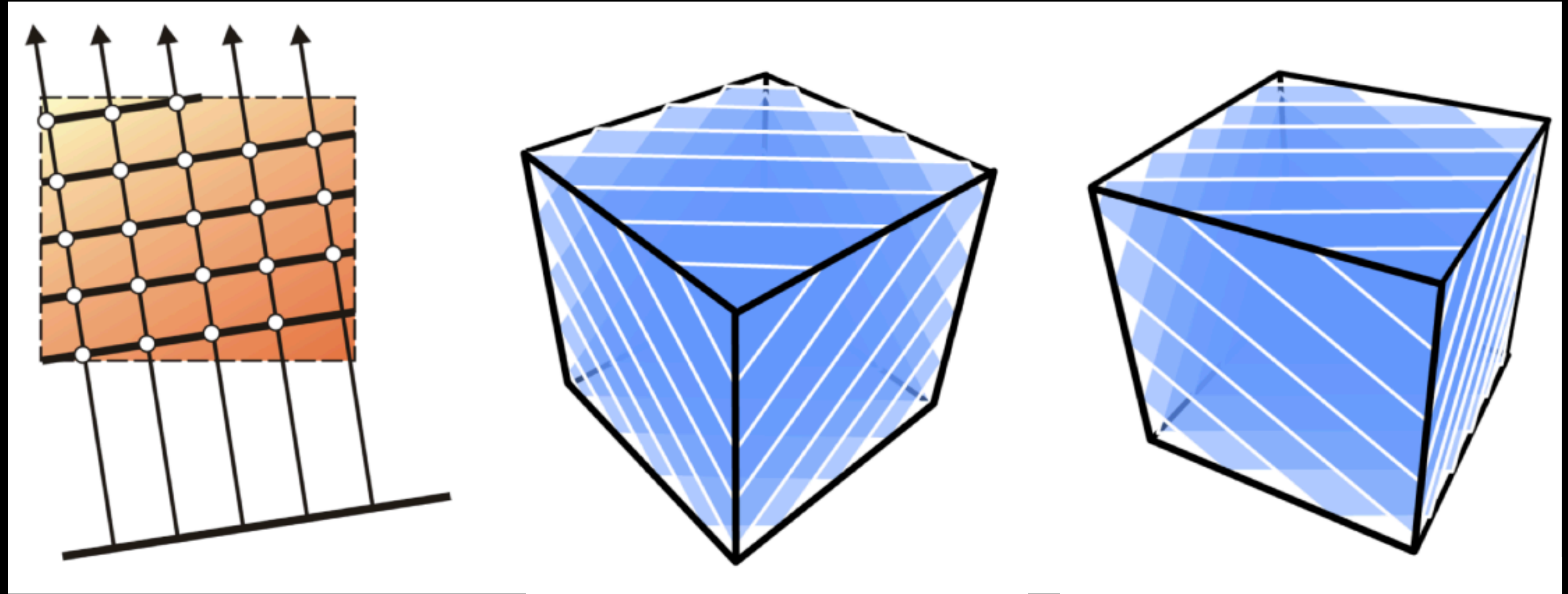
- Representing volume as stacks of 2D textures that are composited
- Option 1: Three stacks of 2D textures along primary axes
- Problematic if view direction changes past 45° as sampling points change drastically
- Does not require any complex shader programs; no need for 3D texture support



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TEXTURE SLICING

- Option 2: Single stack of 2D textures along view direction
- Trilinear interpolation slower than bilinear interpolation
- Sampling distance independent of viewing angle



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