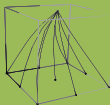**Proxy Ray Generation**
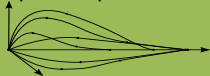
1

a) Point Distribution

b) Material Ray Computation
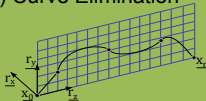
c) Spline Representation

Curve Compression

2

a) Curve Elimination
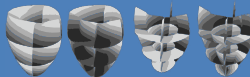
r_y r_x x_0 r_z x_0
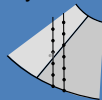
b) Curve Clustering

Bended Ray-Casting

3

a) Element Peeling

b) Ray Marching

Data Processing   Visualization Pipeline   Rendering