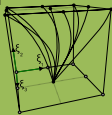


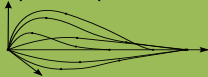
Proxy Ray Generation

a) Point Distribution



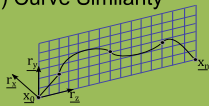
b) Material Ray Computation

c) Spline Representation



Curve Compression

a) Curve Similarity

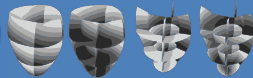


b) Curve Clustering

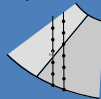


Bent Ray-Casting

a) Element Peeling



b) Ray Marching



Data Processing

Rendering