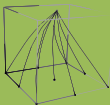


Proxy Ray Generation

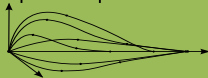
1

a) Point Distribution

b) Material Ray Computation



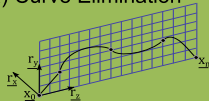
c) Spline Representation



Curve Compression

2

a) Curve Elimination



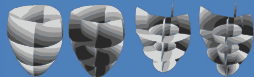
b) Curve Clustering



Bended Ray-Casting

3

a) Element Peeling



b) Ray Marching



Data Processing

Visualization Pipeline

Rendering