Proxy Ray Generation
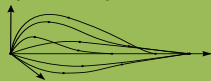
1

Compute Point Distribution

Compute Ray in Xi Space
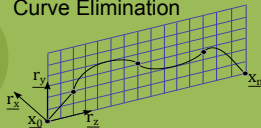
Splines Representation

Curve Compression

2

Curve Elimination

r_y r_x x_0 r_z x_n

Curve Clustering

Similarity Measure

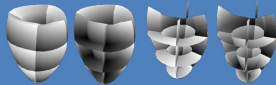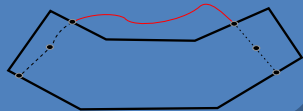**Bended Ray-Casting**

3

Element Peeling

Ray Marching (With Overshoot)

Data Processing   Visualization Pipeline   Rendering