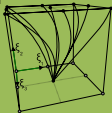


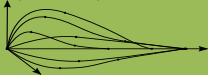
## Proxy Ray Generation

a) Point Distribution



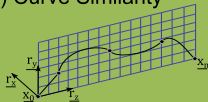
b) Material Ray Computation

c) Spline Representation



## Curve Compression

a) Curve Similarity

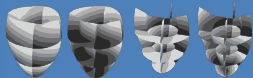


b) Curve Clustering



## Bent Ray-Casting

a) Element Peeling



b) Ray Marching



Data Processing

Visualization Pipeline

Rendering