

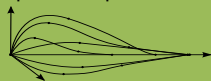
Proxy Ray Generation

1

Compute Point Distribution

Compute Ray in Xi Space

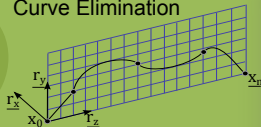
Splines Representation



Curve Compression

2

Curve Elimination



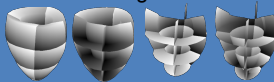
Curve Clustering



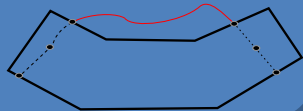
Bended Ray-Casting

3

Element Peeling



Ray Marching (With Overshoot)



Data Processing

Visualization Pipeline

Rendering