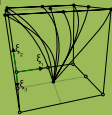


Proxy Ray Generation

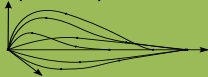
1

a) Point Distribution



b) Material Ray Computation

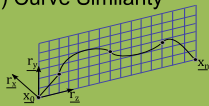
c) Spline Representation



Curve Compression

2

a) Curve Similarity



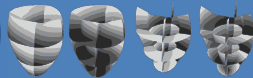
b) Curve Clustering



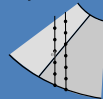
Bent Ray-Casting

3

a) Element Peeling



b) Ray Marching



Data Processing

Rendering