A Survey of Medical Imaging Reconstructions and Rendering

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Abstract a b c

ACM Reference Format:

1 INTRODUCTION

Intro a b c

2 OVERVIEW

Overview a b c

3 IMAGE PROCESSING

3.1 Thresholding

thresholding...

3.2 Contour Finding

contour finding...

4 VOLUMETRIC RENDERING

5 SURFACE RECONSTRUCTIONS

5.1 Contour Correspondence

contour correspondence...

5.2 Point Correspondence

Point correspondence is an optional step in surface reconstructions, where points on matched contours are matched to each other as a precursor to triangulation.

Mackay [1] proposes Dynamic Time Warping (DTW) as a method of point correspondence. DTW is intended to match features on the same structure across different times. In point correspondence, it matches points on contours which are from the same structure but in different slices, so slightly warped.

5.3 Mesh Triangulation

mesh triangulation...

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5.4 Mesh Rendering

mesh rendering...

6 CONCLUSION

REFERENCES

[1] MACKAY, D. Robust contour based surface reconstruction algorithms for applications in medical imaging.