Optimizing DRR pose parameters is slow





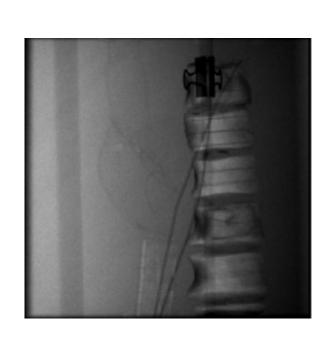


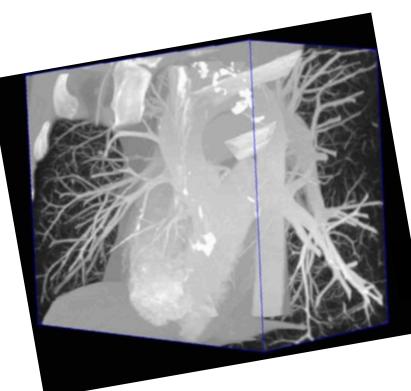


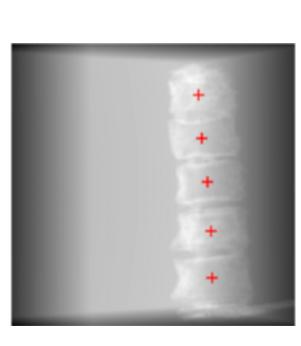


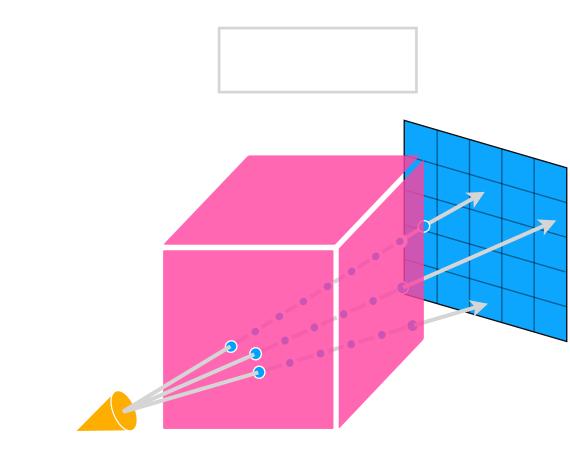












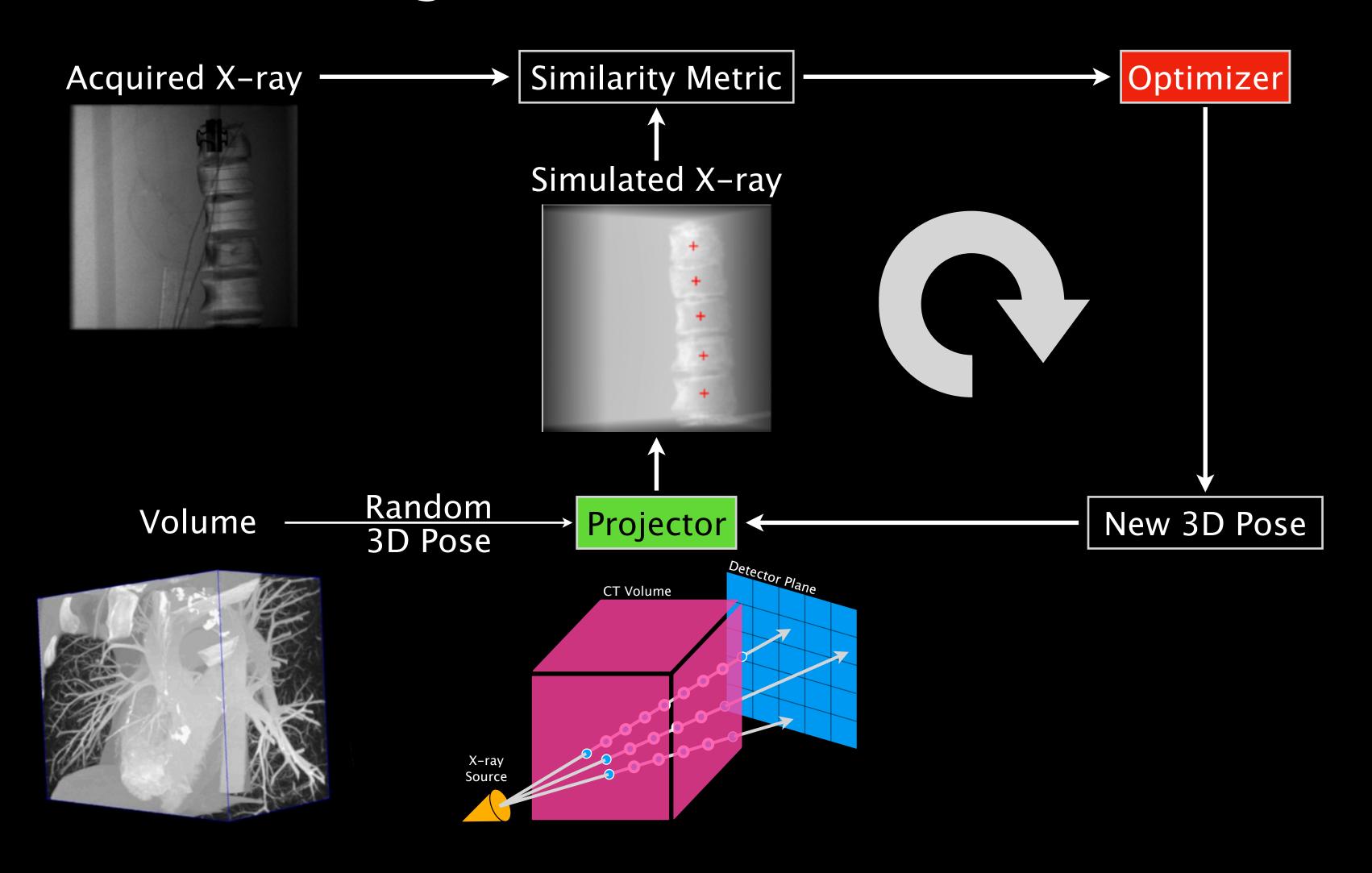






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Example: 2D-to-3D registration



Methoc