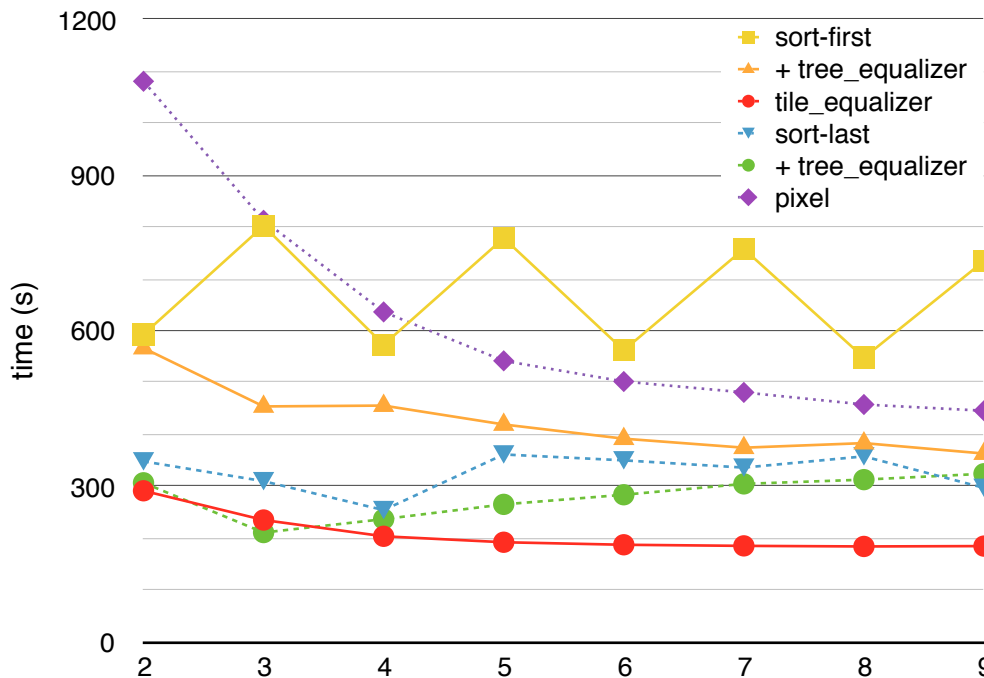


Polygonal Rendering



Volume Rendering

