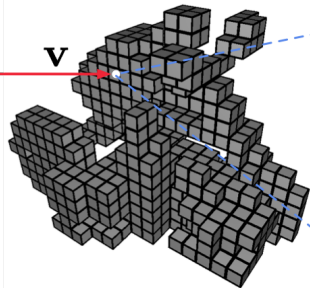
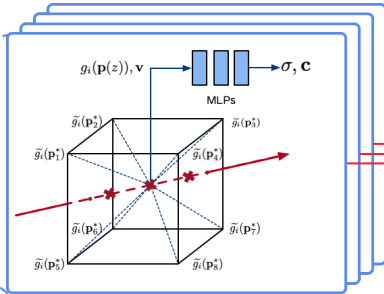




Camera
 \mathbf{p}_0



Ray-Voxel Intersection



Sampling & Evaluation inside Intersected Voxels



Predicted Image