Highlights for ‘A Comparative Evaluation of Three Volume Rendering Libraries for the Visualization of Sheared Thermal Convection’

* Volume Rendering allows a dynamical study of large- and small-scale structures.
* Multi-threaded CPU rendering has truly fast initialization for billions of voxels.
* The performance of CPU ray-casting does not degrade with higher screen resolution.
* GPU volume rendering offer one order of magnitude speed increase over CPU methods.