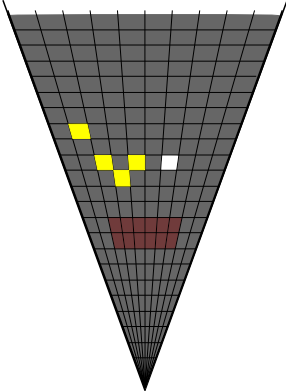
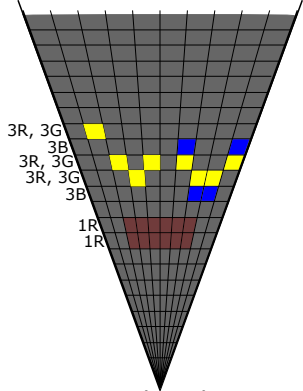


OpenGL scene



Color volume



Displayed
binary volume