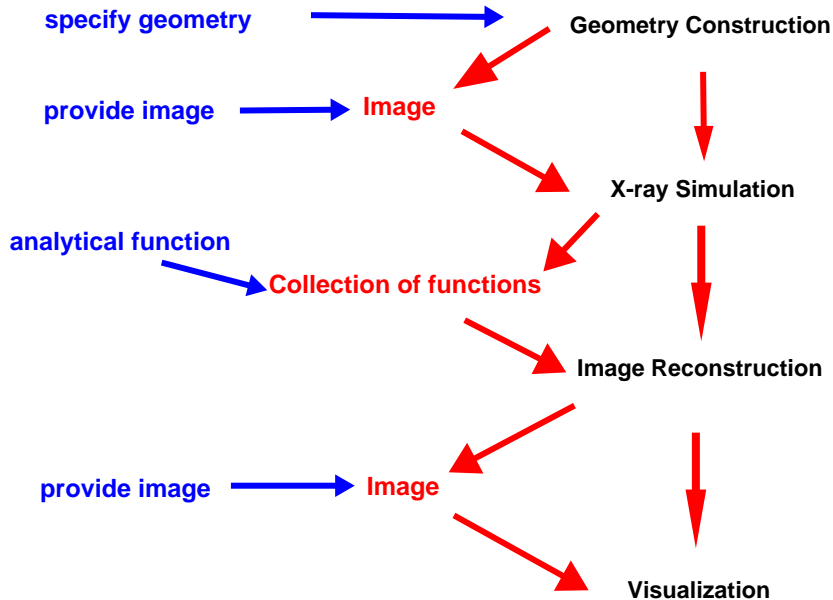


# User

# flow

# Implementation



Analytical expression  
Numerical interpolation  
Real image  
Different interpolation method

Different scattering algorithm  
Different resolution  
Parallel computing

Different reconstruction algorithm  
Parallel processing

Image processing  
2D-slice movie  
3D structure rendering