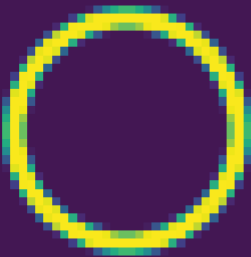




Nearest-voxel sampling



Partial voxel filling

