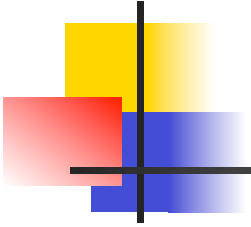


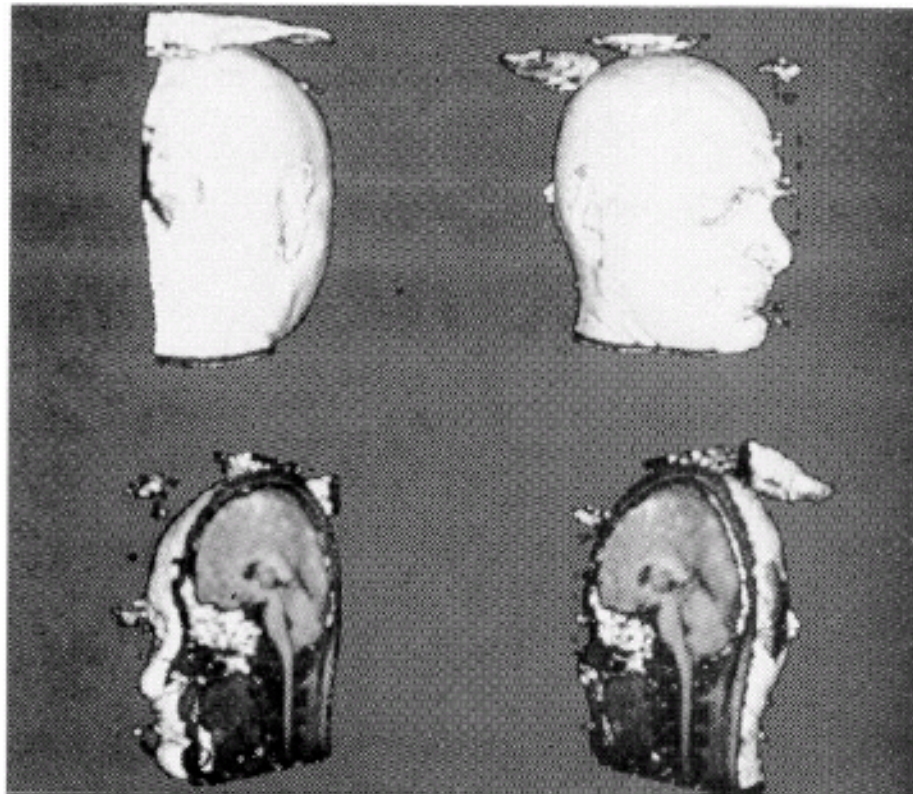
MARCHING CUBES: A HIGH
RESOLUTION
3D SURFACE CONSTRUCTION
ALGORITHM

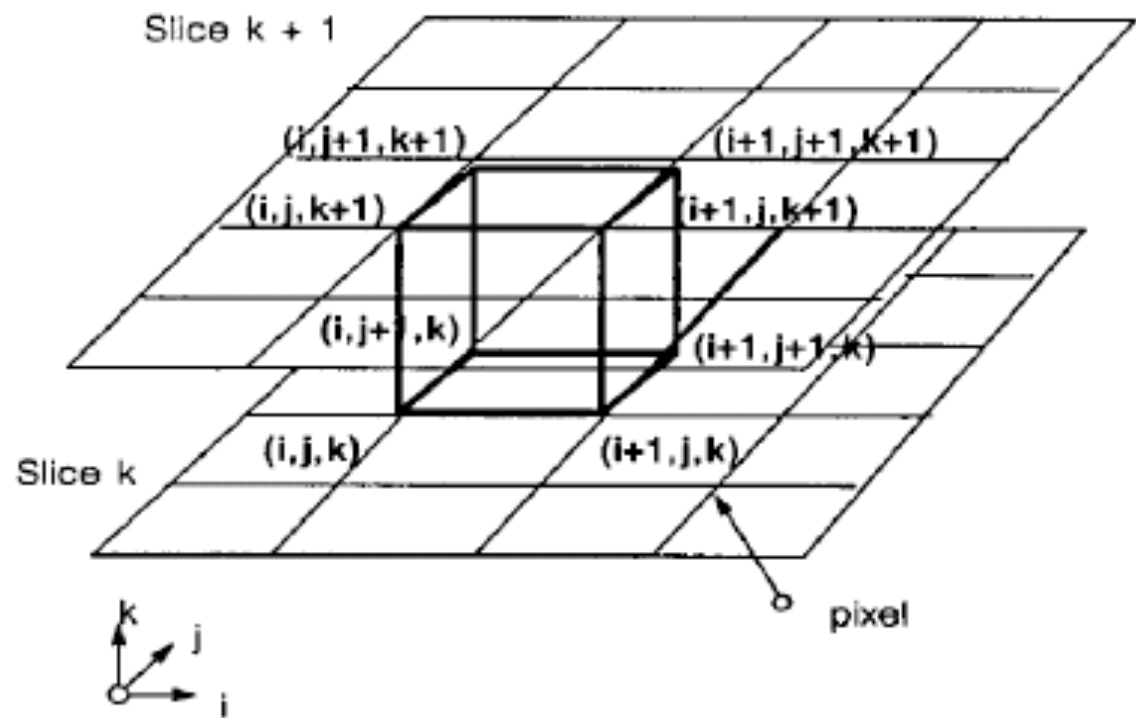
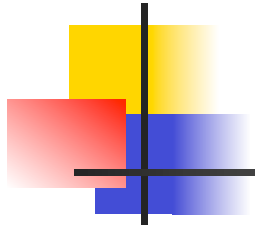
William E. Lorensen
Harvey E. Cline

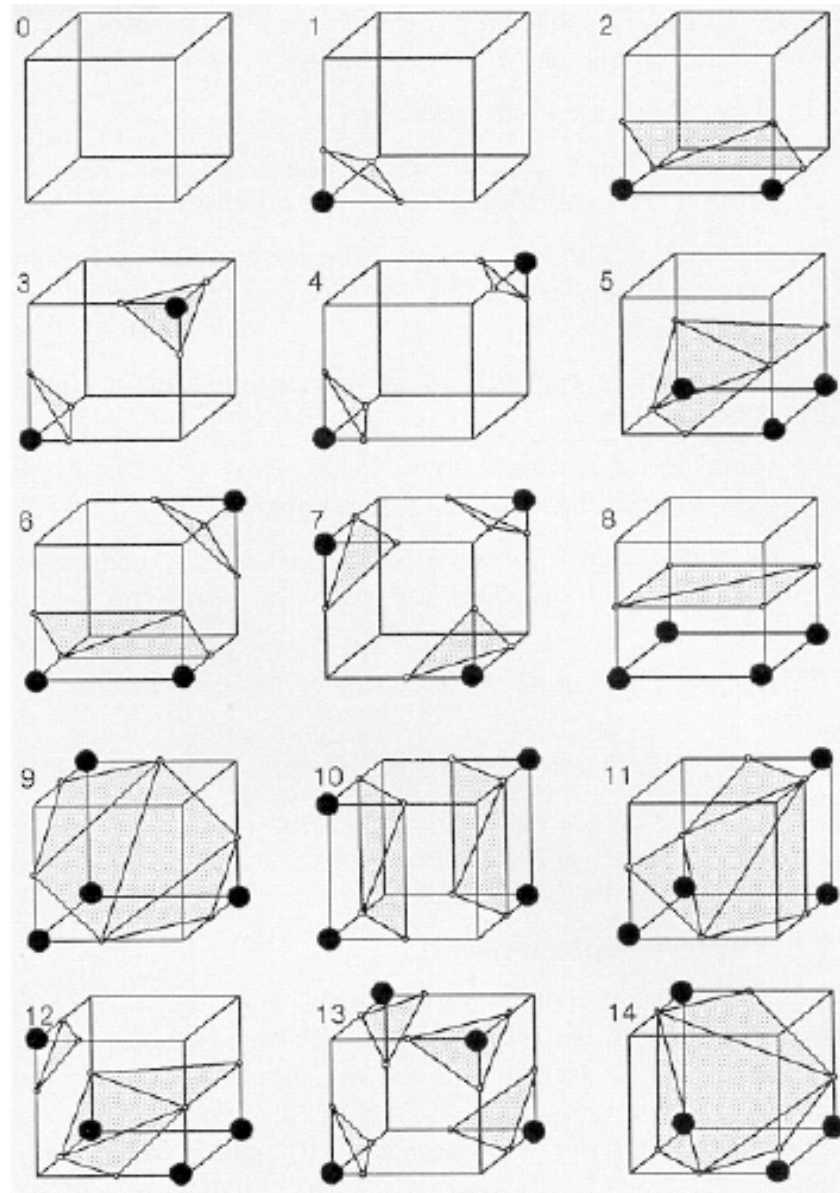
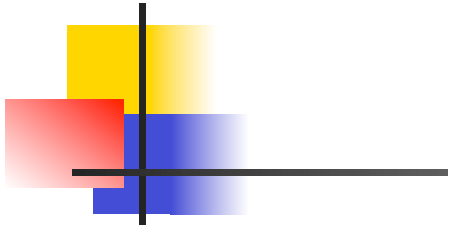


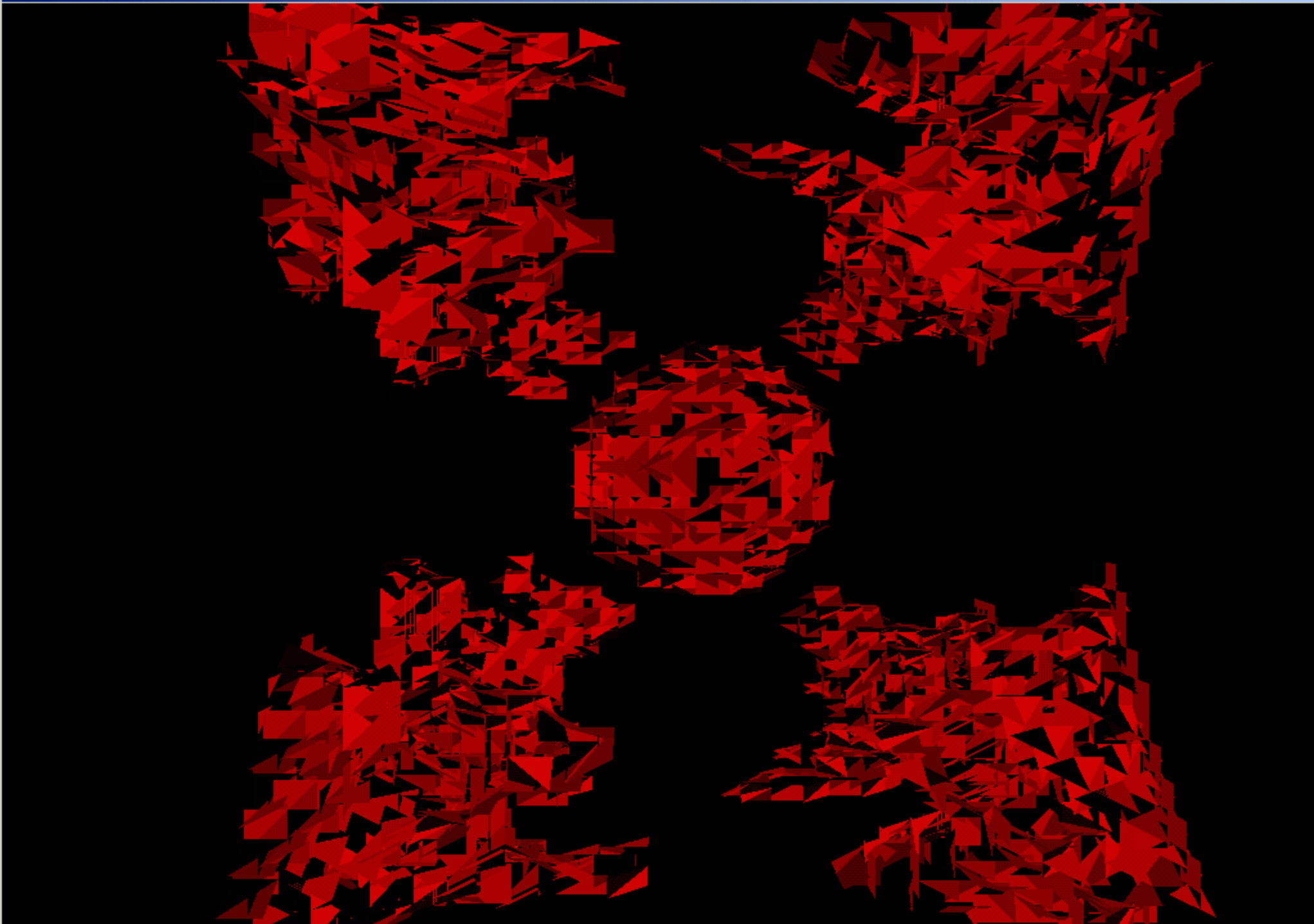
- What is Volume Rendering ?
- What is 3 Dimensional Volume ?
- How do we get it ?
- Where is it used ?

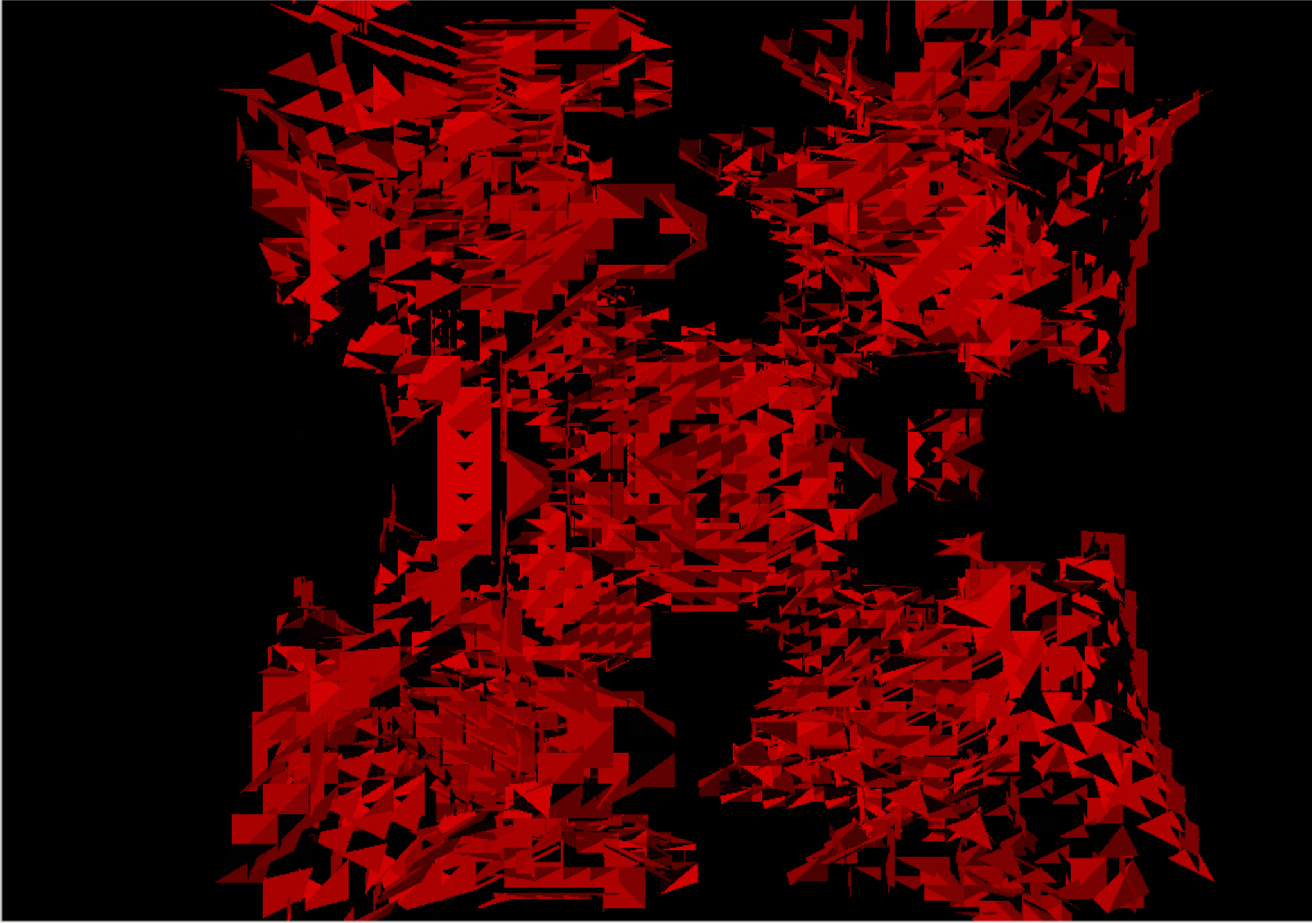
Example

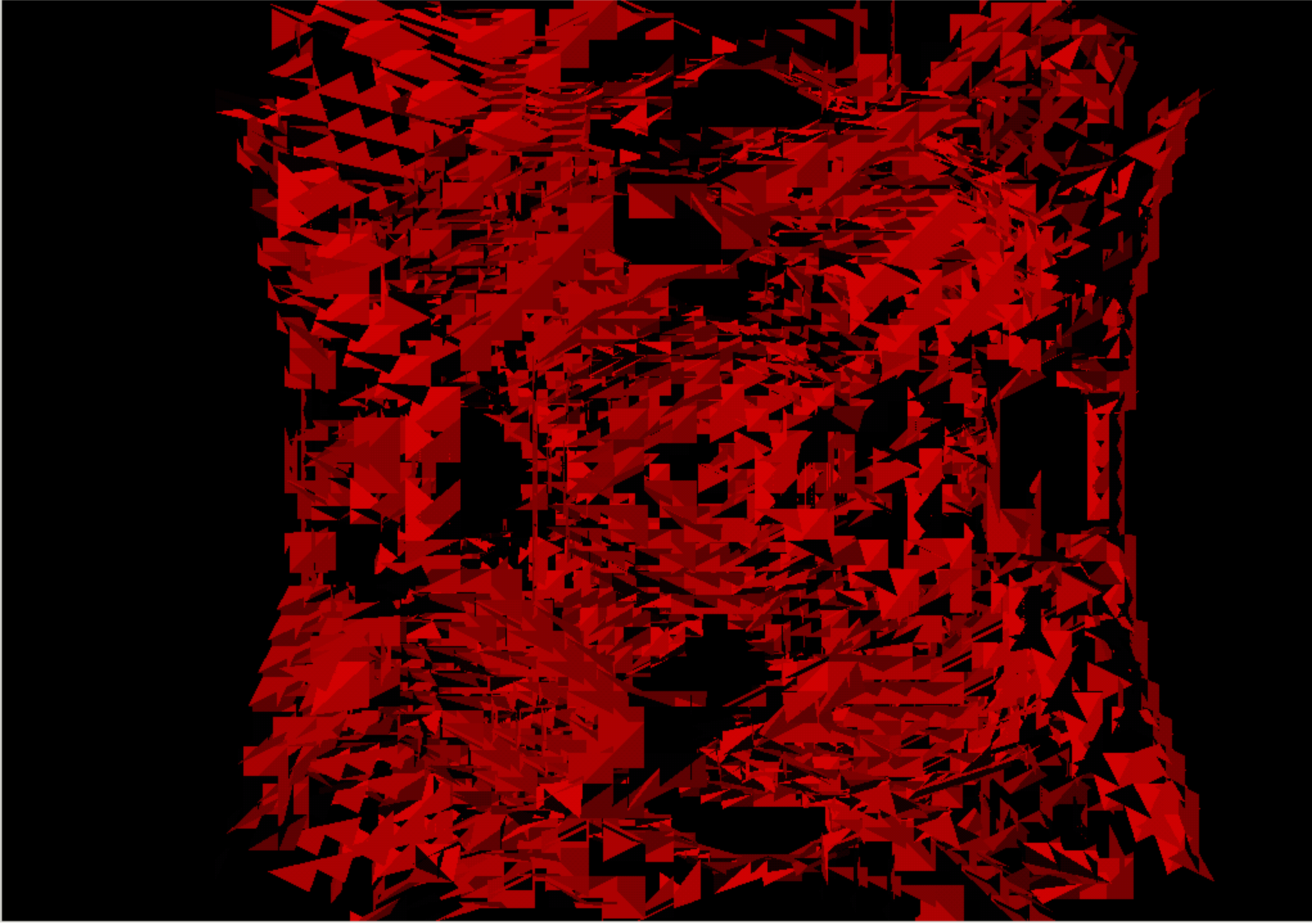




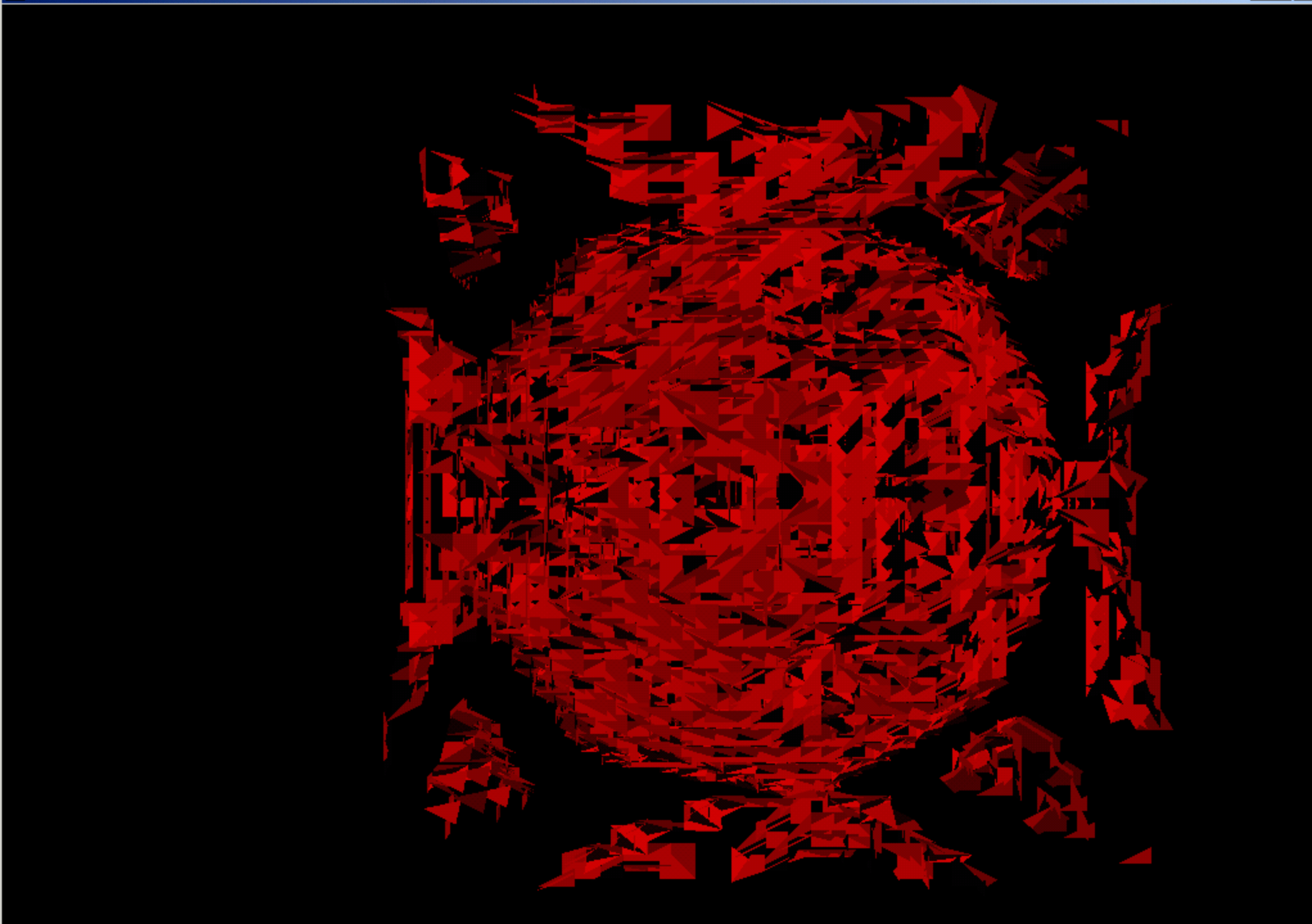






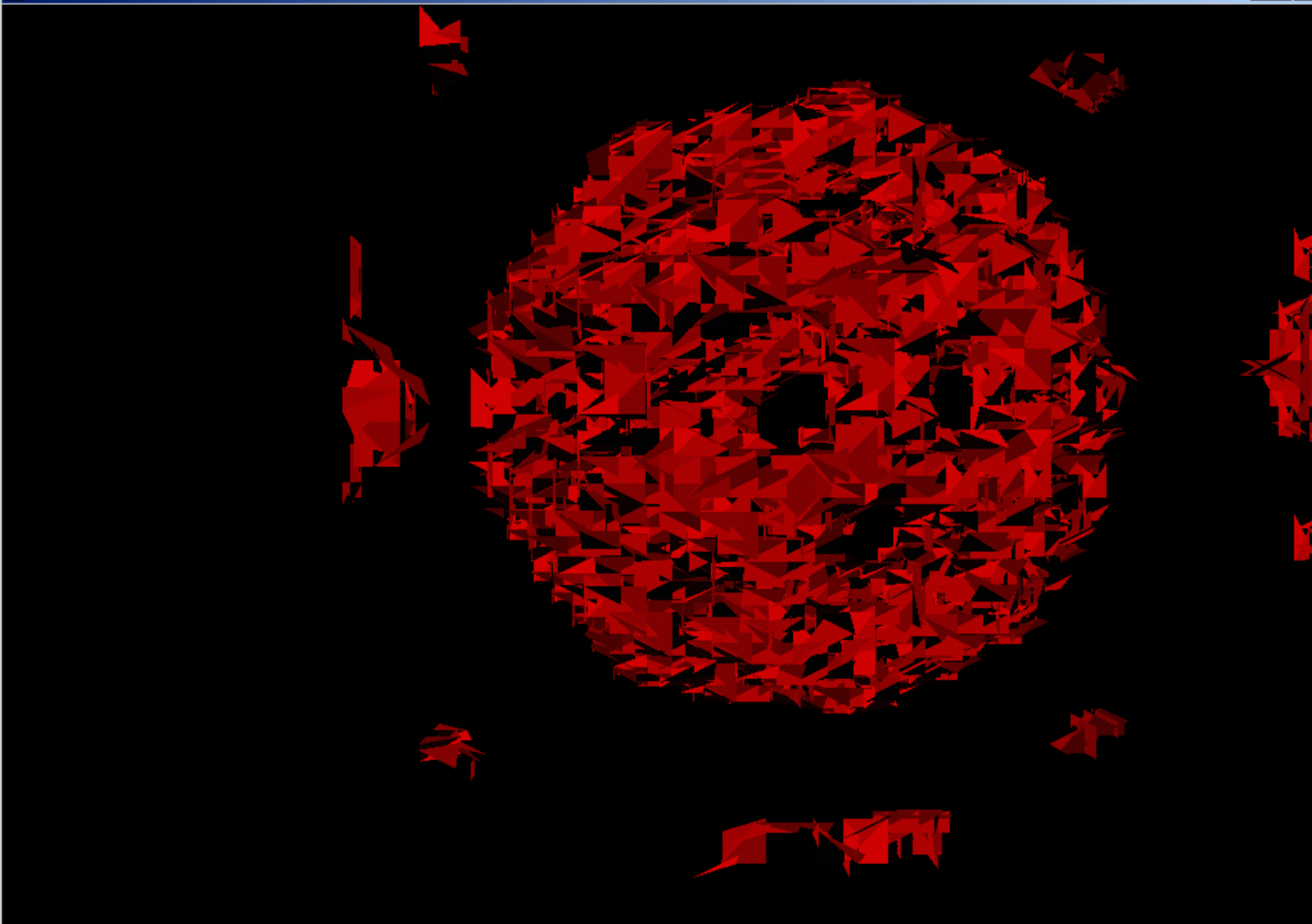


Deform



Windows taskbar showing the Start button, several application icons, and open taskbar buttons for Microsoft PowerPoint, tetris3d - Micr..., myUMBC Web..., two instances of "C:\Document...", and the Deform application. The system clock on the right shows 3:59 PM.

Deform



Microsoft PowerPoi...

tetris3d - Microsoft...

myUMBC Webmail -...

"C:\Documents an...

Deform

<< 4:01 PM

Deform



Microsoft PowerPoi...

tetris3d - Microsoft...

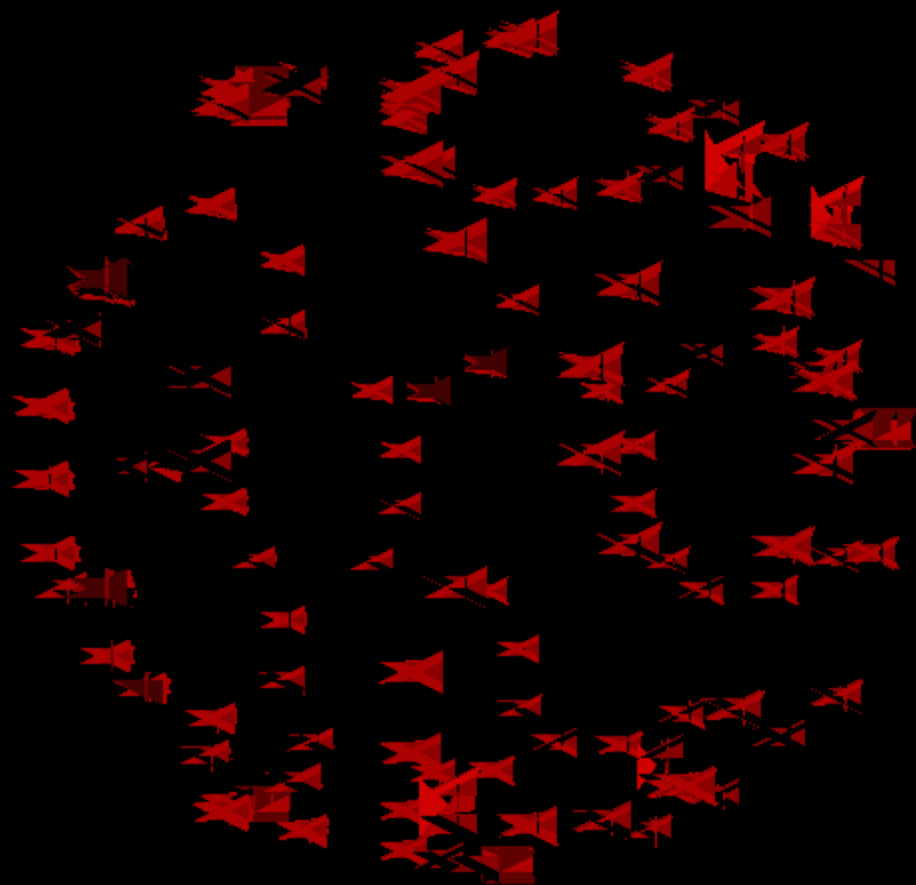
myUMBC Webmail -...

"C:\Documents an...

Deform

<< 4:02 PM

Deform



Microsoft PowerPoi...

tetris3d - Microsoft...

myUMBC Webmail -...

"C:\Documents an...

Deform

<< 4:02 PM