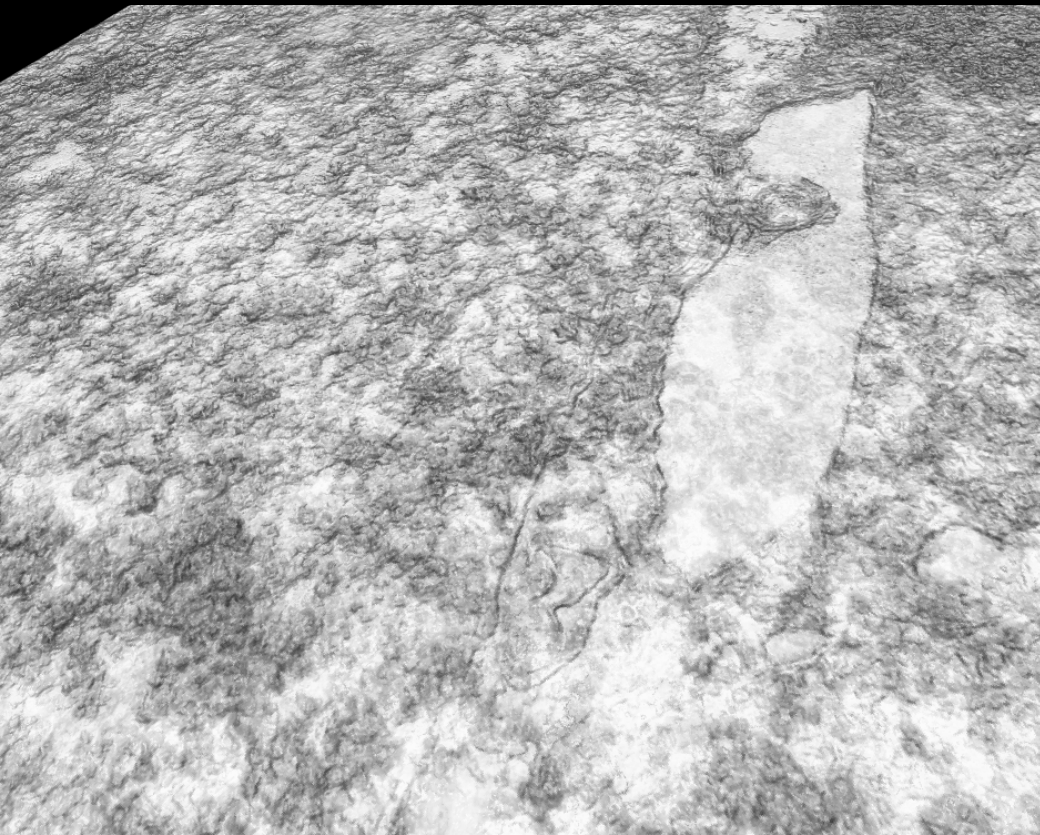


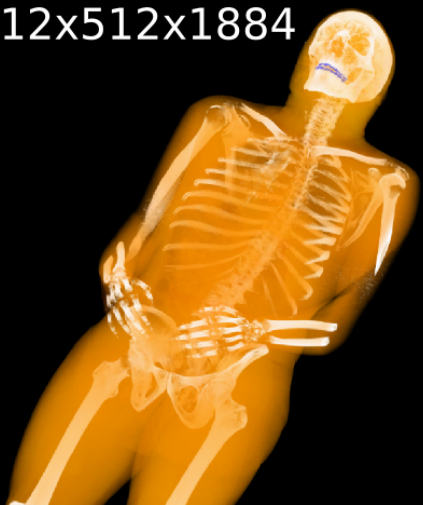
Proposed research

No conversion step



sPDF volumes

512x512x1884



256x256x942



128x128x471



64x64x235



512x512x1884



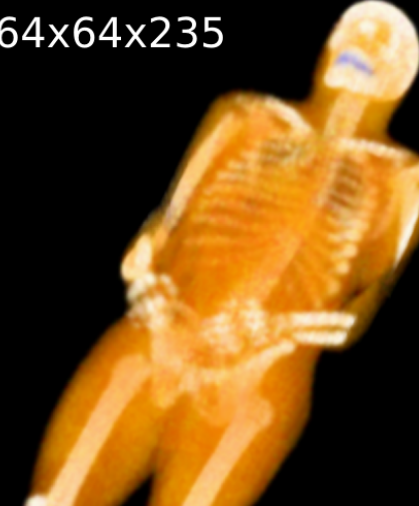
256x256x942



128x128x471



64x64x235



Recent progress

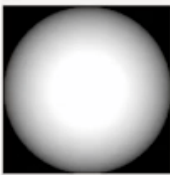
tfogal@takeo:/home/tfogal/scripts
ImageVis3D Version: 3.1.0+ Developer Build [Tuvok 3.1.0+ Develop

```
0x1080, 1990656 kb/s, 1000k tbn, 30 t  
: MMX2 SSE2Fast SSSE3 SSE4.2 AVX  
0  
56c8d8 - H.264/MPEG-4 AVC codec - Cop  
264.html - options: cabac=1 ref=3 deb  
psy=1 psy_rd=1.00:0.00 mixed_ref=1 m  
qm=0 deadzone=21,11 fast_pskip=1 chro  
s=1 sliced_threads=0 nr=0 decimate=1 i  
ra=0 bframes=3 b_pyramid=2 b_adapt=1  
htp=2 keyint=250 keyint_min=25 scenec  
f mbtree=1 crf=23.0 qcomp=0.60 qpmin=  
0  
920x1080, q=-1--1, 1k tbn, 30 tbc  
  
ime=1000000000.00 bitrate= 0.0kbit  
ime=1000000000.00 bitrate= 0.0kbit  
ime=1000000000.00 bitrate= 0.0kbit
```



Lighting

Enable Lighting

 Intensity

Ambient Color

Intensity

Diffuse Color

Intensity

Highlight Color

1D Transfer Function Editor

1D Transfer Function Enabled

Load Save

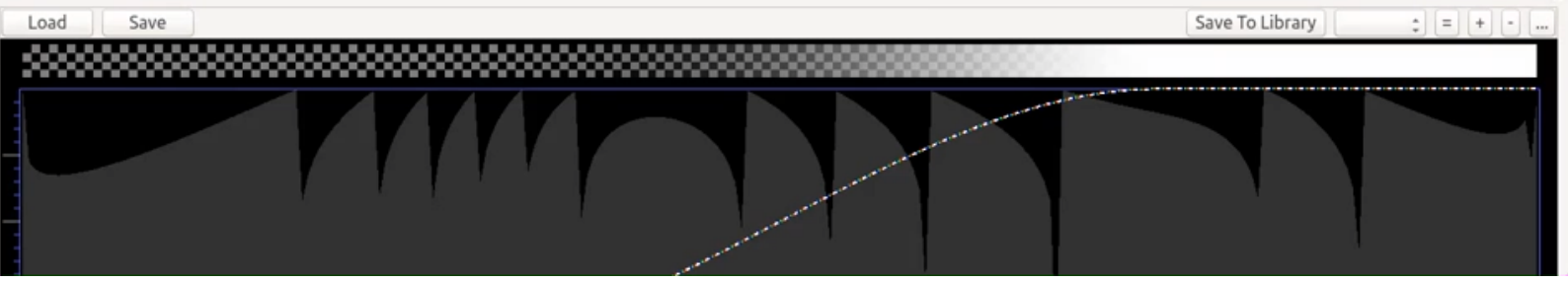
Color Components

- Red
- Green
- Blue
- Alpha

Invert

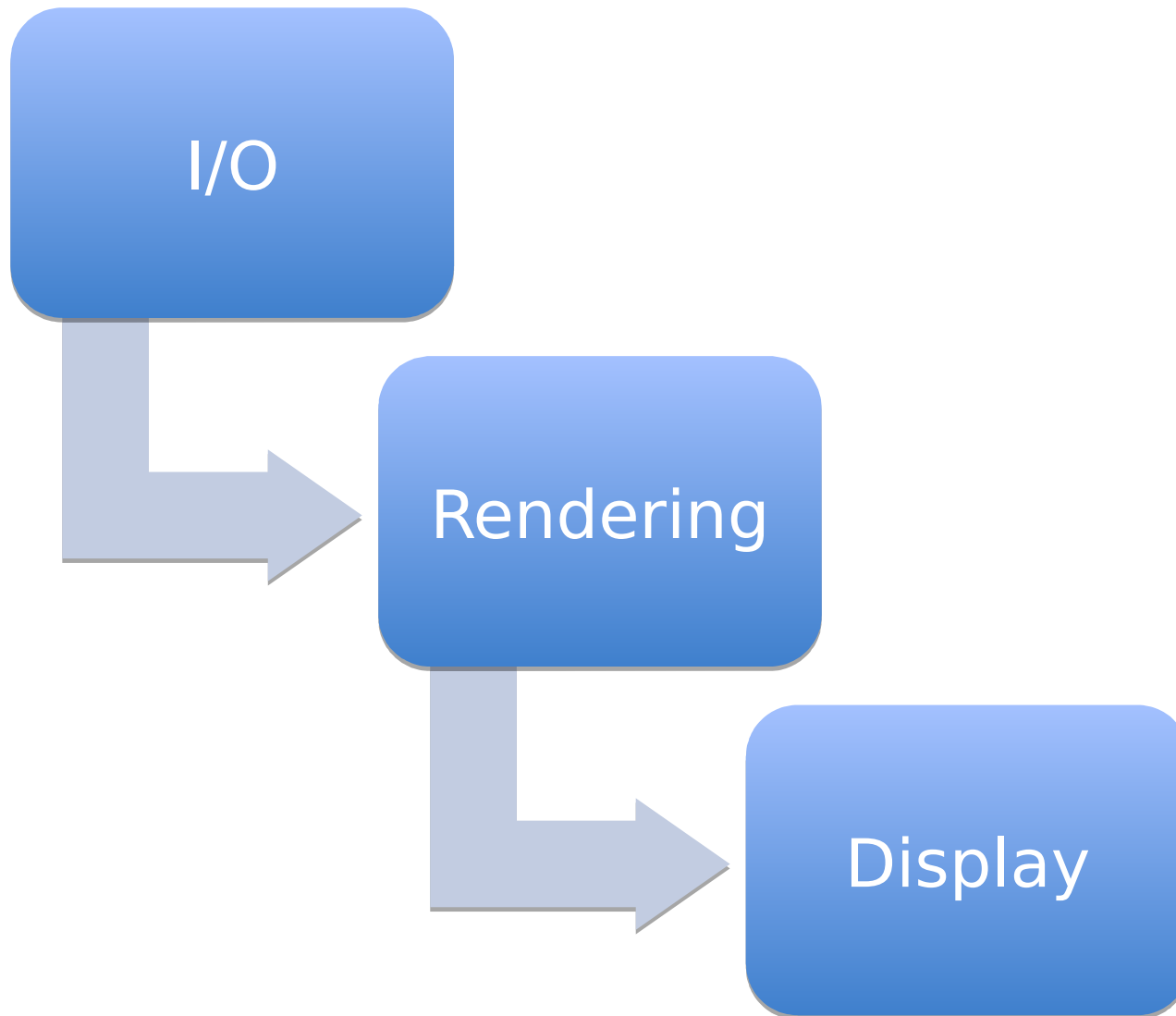
Groups

- User



Infrastructure progress

Trinity



Progress

Trinity

- API: complete
- prototype implementation: complete

Tuvok TNG

- IO: work in progress
- Rendering
 - in core GPU based raycasting: complete
 - out of core GPU based grid leaper: in progress
- Display (ImageVis3D TNG)
 - simple display: complete
 - MUI enabled demonstrator: in progress
 - full Qt IU: start pending
 - Java-Script UI: start pending
 - iOS version: start pending