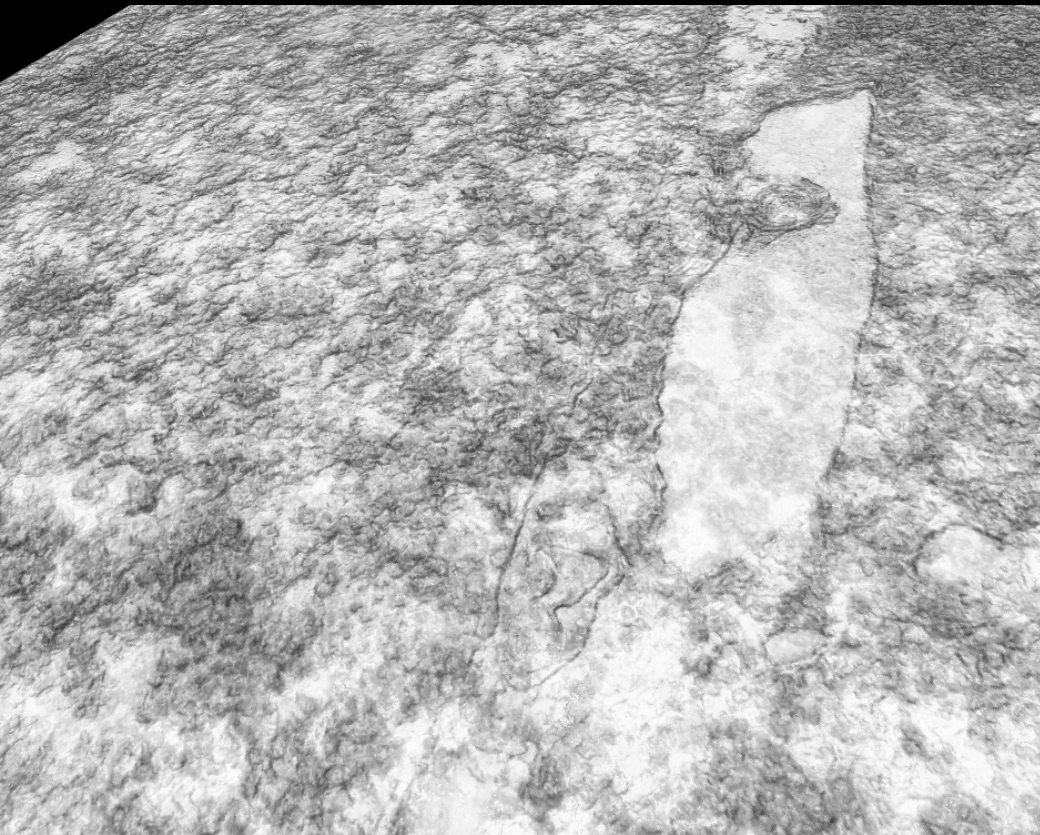


# Proposed research

# No conversion step



# sPDF volumes

512x512x1884



256x256x942



128x128x471



64x64x235



512x512x1884



256x256x942



128x128x471



64x64x235



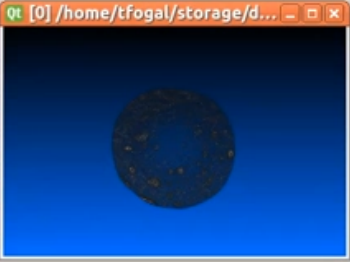
Recent progress

tfogal@takeo:/home/tfogal/scripts

ImageVis3D Version: 3.1.0+ Developer Build [Tuvok 3.1.0+ Develop

File Edit View Workspace Help

Qt [0] /home/tfogal/storage/d...

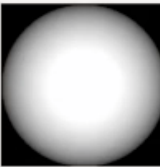


```
10x1080, 1990656 kb/s, 1000k tbn, 30 t
: MMX2 SSE2Fast SSSE3 SSE4.2 AVX
0
56c8d8 - H.264/MPEG-4 AVC codec - Cop
264.html - options: cabac=1 ref=3 deb
psy=1 psy_rd=1.00:0.00 mixed_ref=1 m
qm=0 deadzone=21,11 fast_pskip=1 chro
=1 sliced_threads=0 nr=0 decimate=1 i
tra=0 bframes=3 b_pyramid=2 b_adapt=1
htp=2 keyint=250 keyint_min=25 scenec
f mbtree=1 crf=23.0 qcomp=0.60 qpmin=
)
920x1080, q=-1--1, 1k tbn, 30 tbc
time=10000000000.00 bitrate= 0.0kbit
time=10000000000.00 bitrate= 0.0kbit
time=10000000000.00 bitrate= 0.0kbit
```

```
312x212 (MinFilter=
312x212 (MinFilter=
```

Lighting

Enable Lighting



Intensity

Ambient Color

Intensity

Diffuse Color

Intensity

Highlight Color

1D Transfer Function Editor

1D Transfer Function Enabled

Load Save

Save To Library

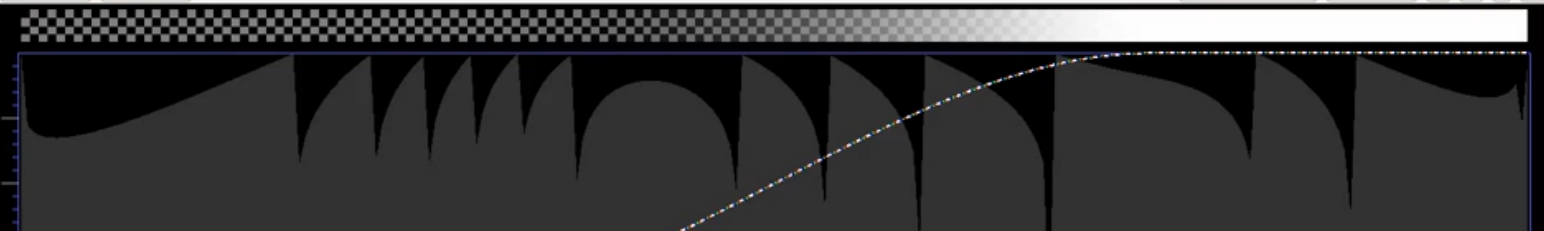
Color Components

- Red
- Green
- Blue
- Alpha

Invert

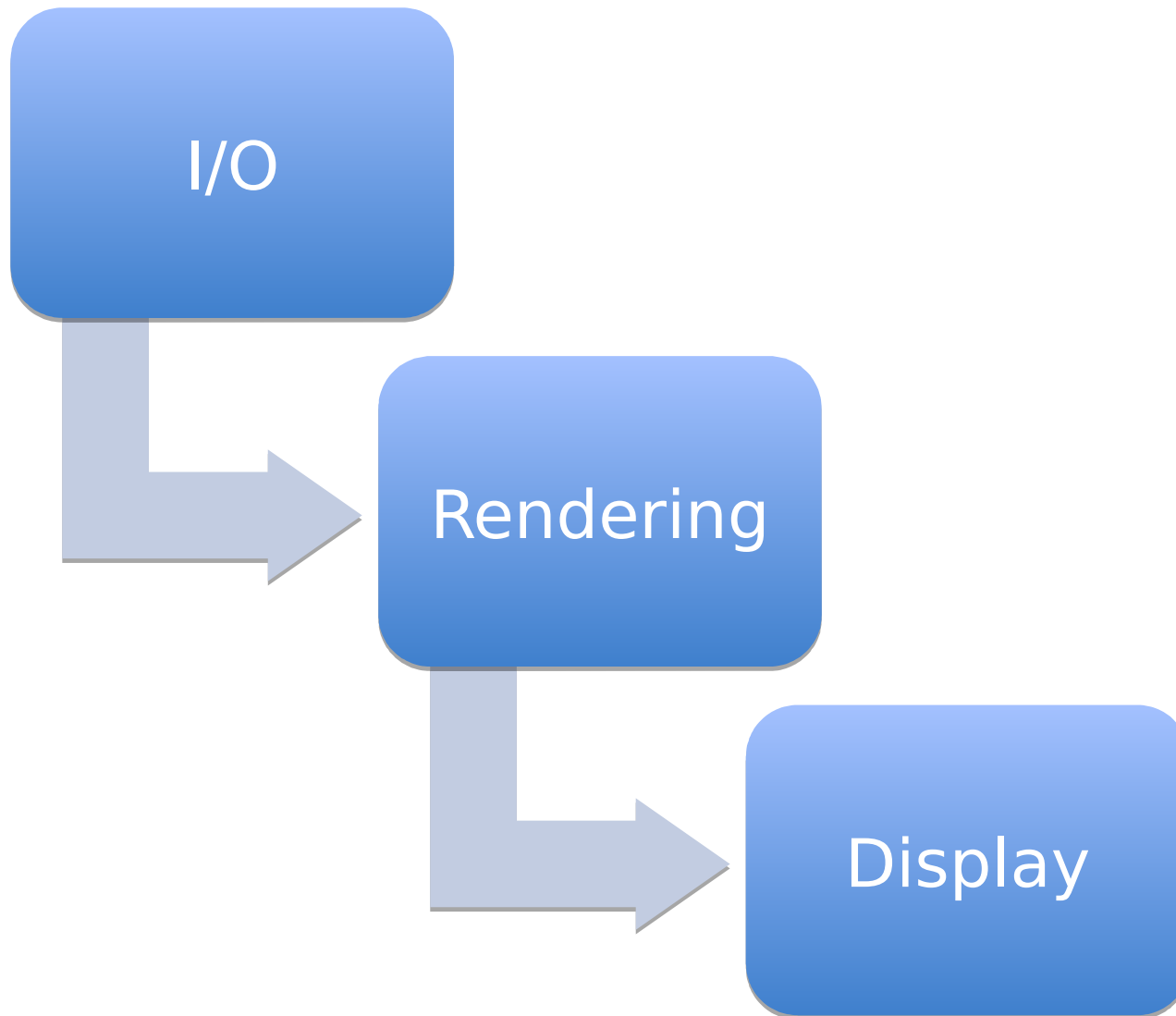
Groups

- 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