#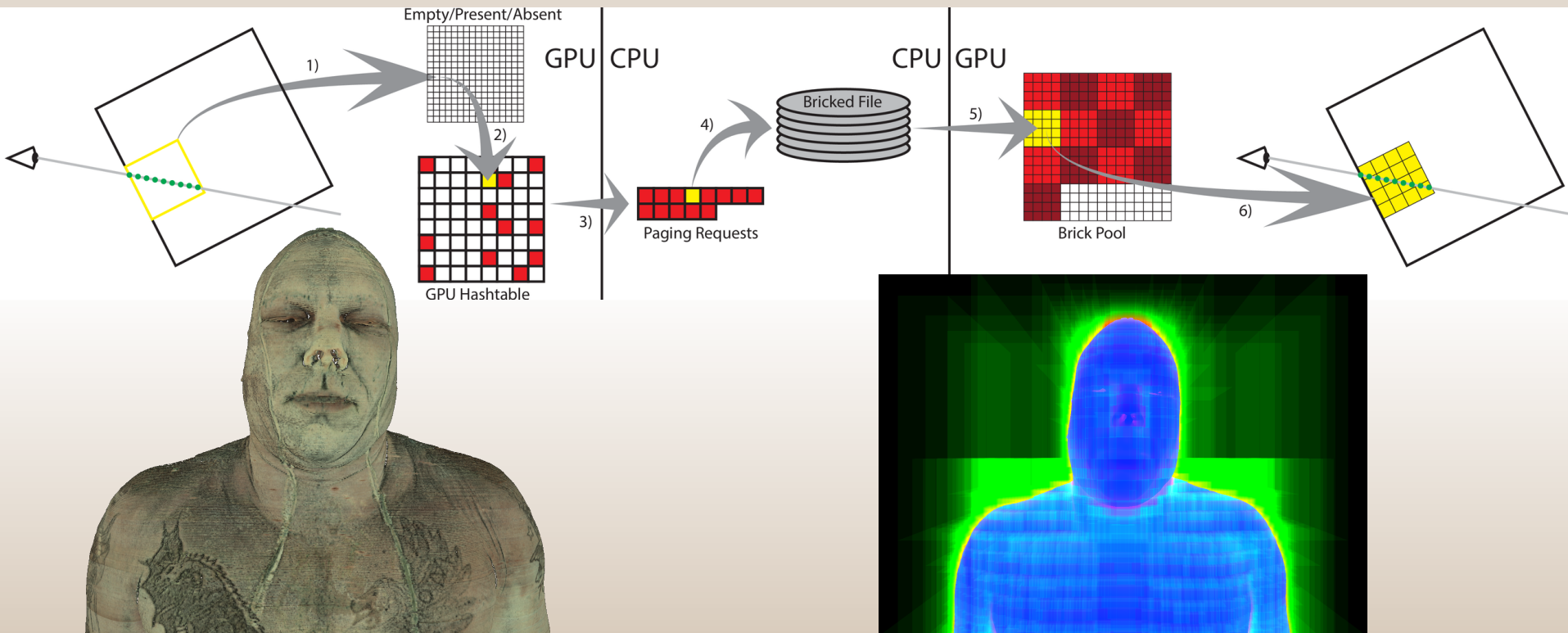 An Analysis of Scalable GPU-Based Ray-Guided Volume Rendering