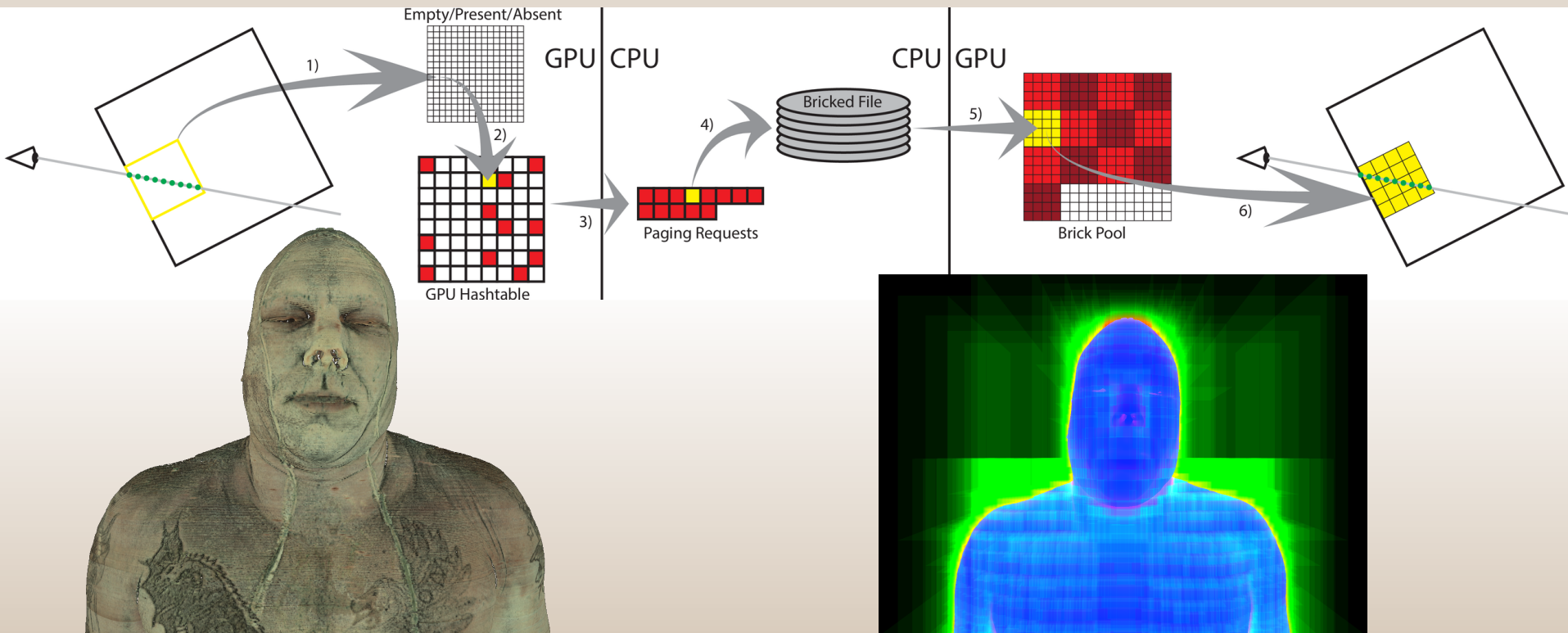


An Analysis of Scalable GPU-Based Ray-Guided Volume Rendering



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