

Plate 2: Different visualisations of the plane section of the potential field.

Plate 1: Illustration of the visualisation of a smooth isosurface and a plane section in a 768\*768 rendering viewport.

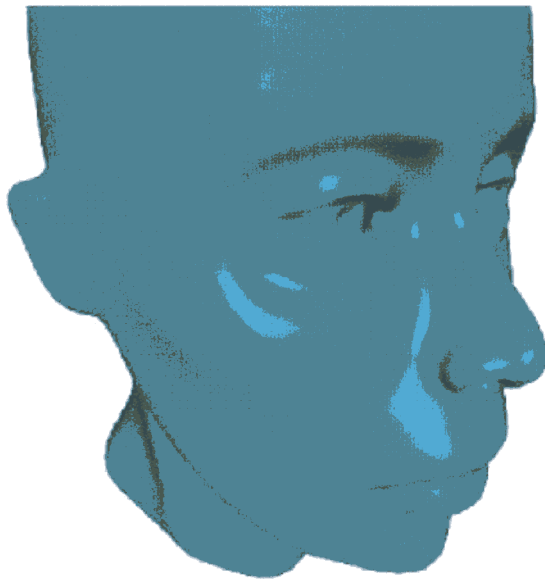


Figure 5. Left: Head model visualized using ray casting. Right: Bear model rendered using Marching Cubes (top) and point rendered (bottom).