

Figure 5: Comparative results of the presented techniques. (b) and (d) show the Poor Man's Rendering with and without a label volume respectively, while (a) and (c) are rendered using the Two-Level Volume Rendering approach. Note that while the both the Poor Man's Rendering and the Two-Level approach produce much smoother and visually pleasing results than the nearest neighbor filtering in (e), the differences between them is minimal.

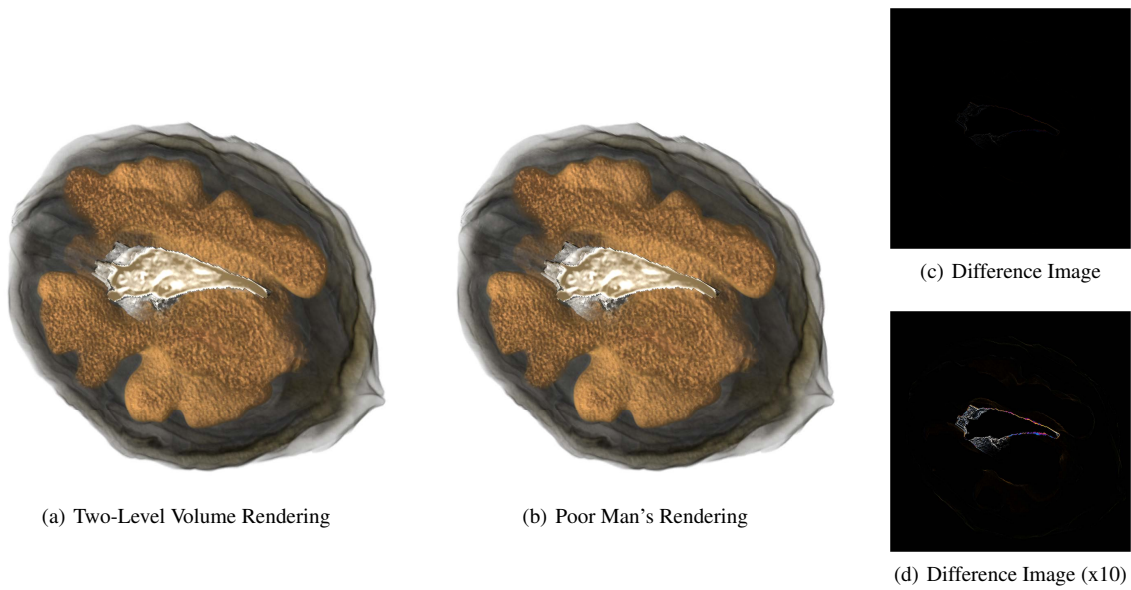


Figure 6: Rendering the segmented Walnut dataset with our proposed method. (a) shows the reference image, created using the two-level volume rendering, while (b) is rendered using Poor Man's Rendering. (c) shows the absolute pixel-wise difference images between the two results and in (d) this difference is enhanced by one order of magnitude. As expected, the techniques differ only in the areas, where features touch whose label values differ by more than unity.