Lefohn, A., J. Kniss, C. Hansen, and R. Whitaker. 2004. "A Streaming Narrow-Band Algorithm: Interactive Deformation and Visualization of Level Sets." *IEEE Transactions on Visualization and Computer Graphics* (to appear).

Levoy, M. 1988. "Display of Surfaces from Volume Data." *IEEE Computer Graphics & Applications* 8(2), pp. 29–37.

Li, W., K. Mueller, and A. Kaufman. 2003. "Empty Space Skipping and Occlusion Clipping for Texture-Based Volume Rendering." In *Proceedings of IEEE Visualization*, pp. 317–324.

Max, N. 1995. "Optical Models for Direct Volume Rendering." *IEEE Transactions on Visualization and Computer Graphics* 1(2), pp. 97–108.

Moret, B., and H. Shapiro. 1991. *Algorithms from P to NP.* Benjamin Cummings.

Rezk-Salama, C., K. Engel, M. Bauer, G. Greiner, and T. Ertl. 2000. "Interactive Volume Rendering on Standard PC Graphics Hardware Using Multi-Textures and Multi-Stage Rasterization." In *Proceedings of the SIGGRAPH/Eurographics Workshop on Graphics Hardware 2000*, pp. 109–118.

Roettger, S., S. Guthe, D. Weiskopf, T. Ertl, and W. Strasser. 2003. "Smart Hardware-Accelerated Volume Rendering." In *Proceedings of the Eurographics/IEEE TVCG Symposium on Visualization*, pp. 231–238.

Schneider, J., and R. Westermann. 2003. "Compression Domain Volume Rendering." In *Proceedings of IEEE Visualization*, pp. 293–300.

Weiskopf, D., K. Engel, M. Hadwiger, J. Kniss, and A. Lefohn. 2003. "Interactive Visualization of Volumetric Data on Consumer PC Hardware." Tutorial 1. *IEEE Visualization.*

Wittenbrink, C., T. Malzbender, and M. Goss. 1998. "Opacity-Weighted Color Interpolation for Volume Sampling." In *Proceedings of the IEEE Symposium on Volume Visualization*, pp. 135–142.

Copyright