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Volume Visual Attention Maps (VVAM) in Ray-Casting Rendering

Andoni Beristain [1] , John Congote

1. Vicomtech-IK4 2.

Corresponding author: Andoni Beristain, andoni.beristain@gmail.com

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Abstract

This paper presents an extension visual attention maps for volume data visualization, where eye fixation points become rays in the 3D space, and the visual attention map becomes a volume. This Volume Visual Attention Map (VVAM) is used to interactively enhance a ray-casting based direct volume rendering DVR visualization. The practical application of this idea into the biomedical image visualization field is explored for interactive visualization.

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