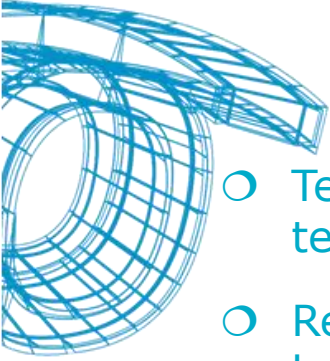


# Volume Raycasting in WebGL



- Texture3D Emulation from 2D tiled texture image
- Realtime performance, interactive behavior
- Adjustable
  - Color Transfer function
  - Opacity Transfer function
  - Lighting
  - Other parameters

<http://demos.vicomtech.org/volren>

