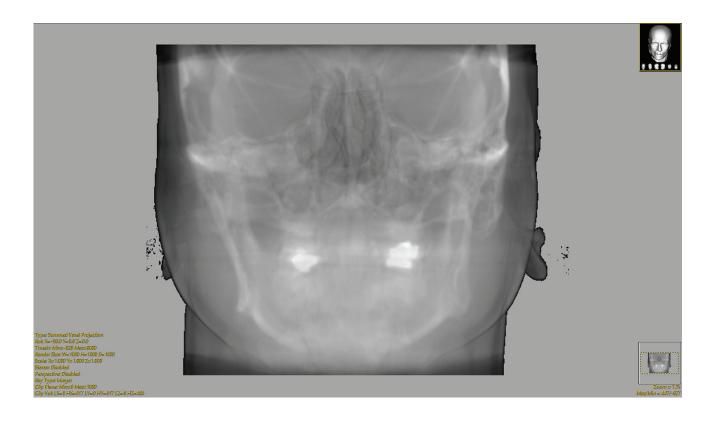


Display Rendering Types

Summed Voxel Projection

In Summed Voxel Projection the average of all voxels along the ray path is used.



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