

Figure 1: The shuttle model has 1058775 tetrahedra, 190584 vertices and 1272324 edges. Extraction and rendering done at 17 fps.

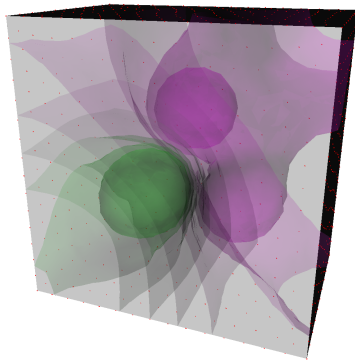


Figure 2: Multiple iso-surfaces of an electrostatic simulation dataset rendered using sorted transparency. Extraction, sorting and rendering runs at 33 fps.

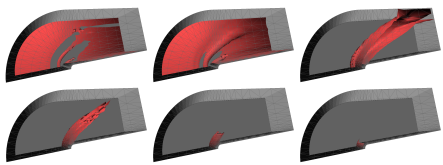


Figure 3: The bluntfin model was used for timing the extraction algorithm (see Table 1 and 2). It has 187395 tetrahedra, 40960 vertices and 235112 edges.

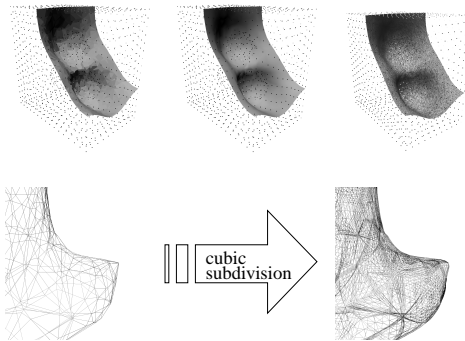


Figure 4: Top: Lighting using per-face or per-vertex normals and texture mapping of a 3D LIC texture. Bottom: Using the `ATI_pn_triangles` OpenGL extension for rendering subdivision iso-surfaces.

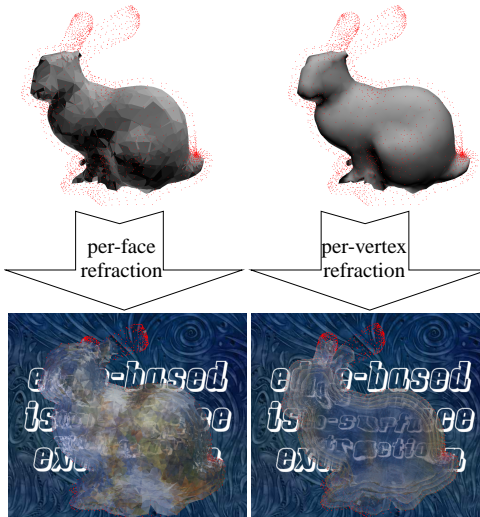


Figure 5: Rendering a distance field iso-surface inside a tetrahedralized stanford bunny. The vertices of the tetrahedra are shown in red. The iso-surface is lit using per-face or per-vertex normals, as are the refraction parameters using the glass shader from [1]. The glass bunny is composed of four iso-surface shells. Extraction and rendering is performed at 53 fps.