Figure 3: Illustration of the ZSweep algorithm. In the top figure, the sweeping plane is shown in blue and the plane determined by the target-z is shown in light gray. The sweeping direction is from right to left. Faces to be projected are shown in yellow, which lie ahead of the sweeping plane. The middle and the bottom figures show the snapshots before and after the sweeping plane hits the target-z, and the image plane is shown in blue. The length of the intersection lists over each pixel is represented by the height of the columns, colored with the following scheme: green is used for lists with fewer than six intersections, yellow from seven to 12, and red from 13 to 18.

Figure 4: A few isosurfaces extracted from the SPX dataset, each rendered with a distinct semi-transparent color. The upper-left corner shows the bounding surface of the dataset.

Figure 5: A 512 x 512 image of Blunt Fin.