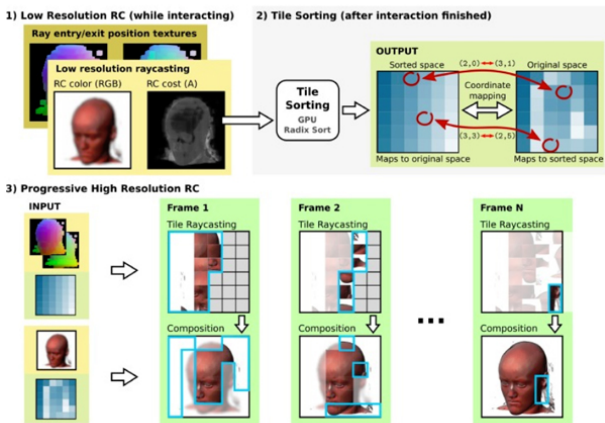


Progressive Ray Casting for Volumetric Models on Mobile Devices

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Mobile devices have experienced an incredible market penetration in the last decade. Currently, medium to premium smartphones

are relatively affordable devices. With the increase in screen size and resolution, together with the improvements in performance of

mobile CPUs and GPUs, more tasks have become possible. In this paper we explore the rendering of medium to large volumetric models on mobile and low performance devices in general. To do so, we present a progressive ray casting method that is able to

obtain interactive frame rates and high quality results for models that not long ago were only supported by desktop computers.