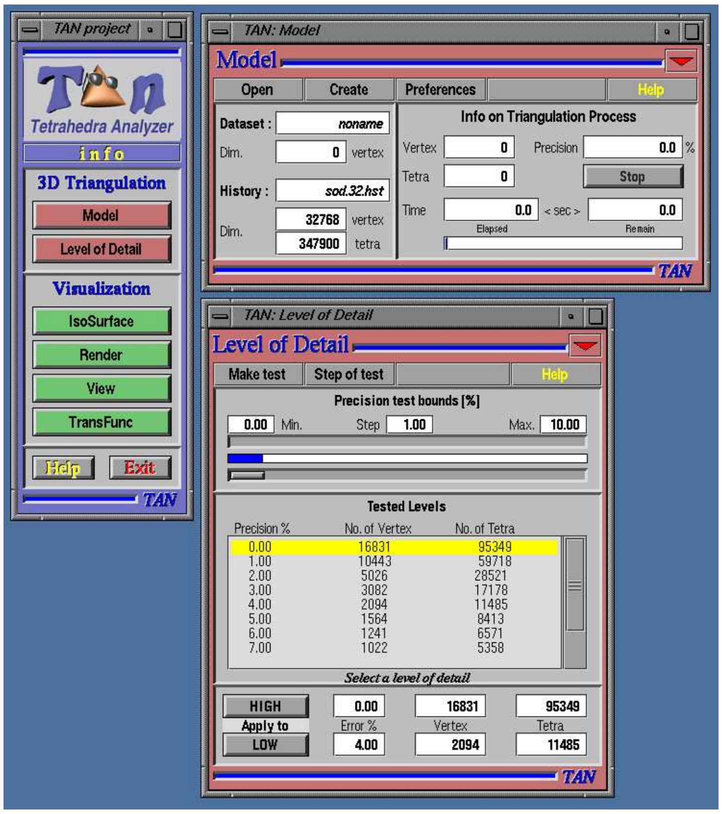

Fig. 12. Multiresolution model construction and level of detail selection windows.

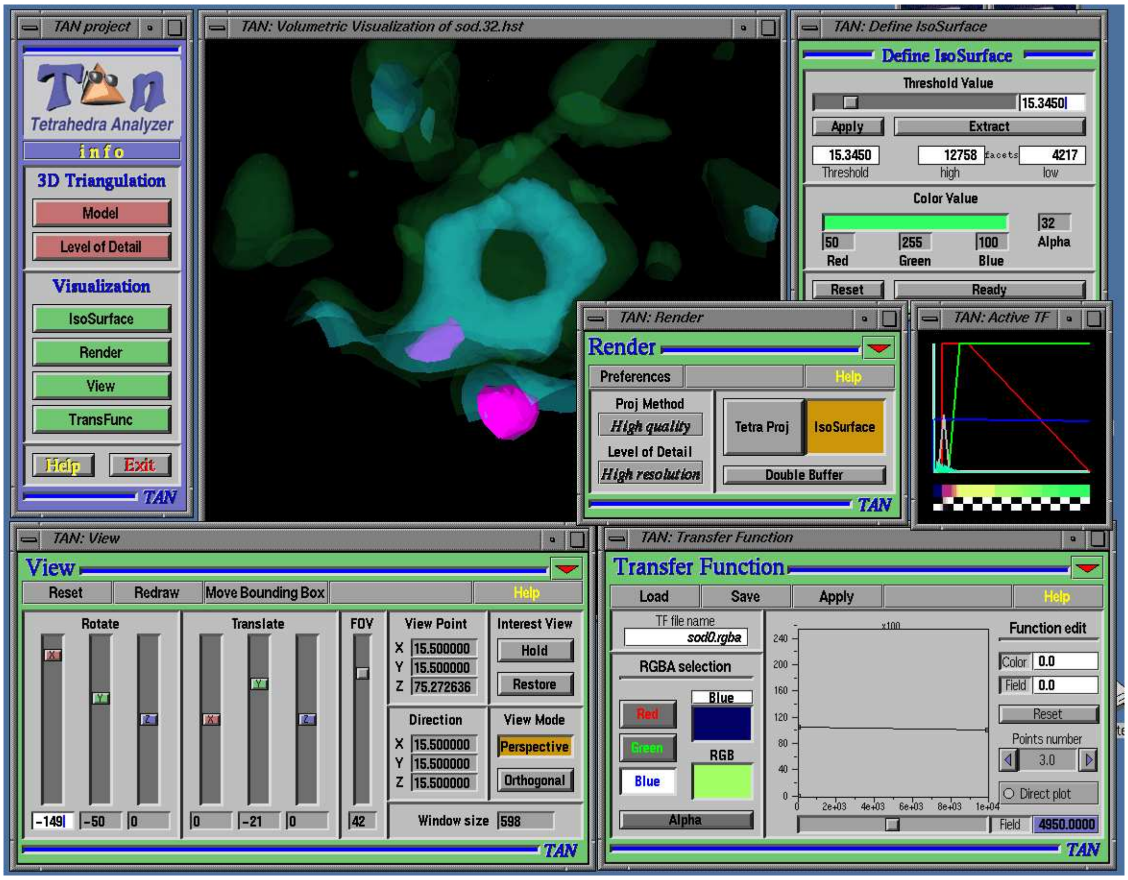

Fig. 13. A global view of the rendering-related GUI windows of the TAn system, with multiple isosurfaces extracted from the SOD dataset.

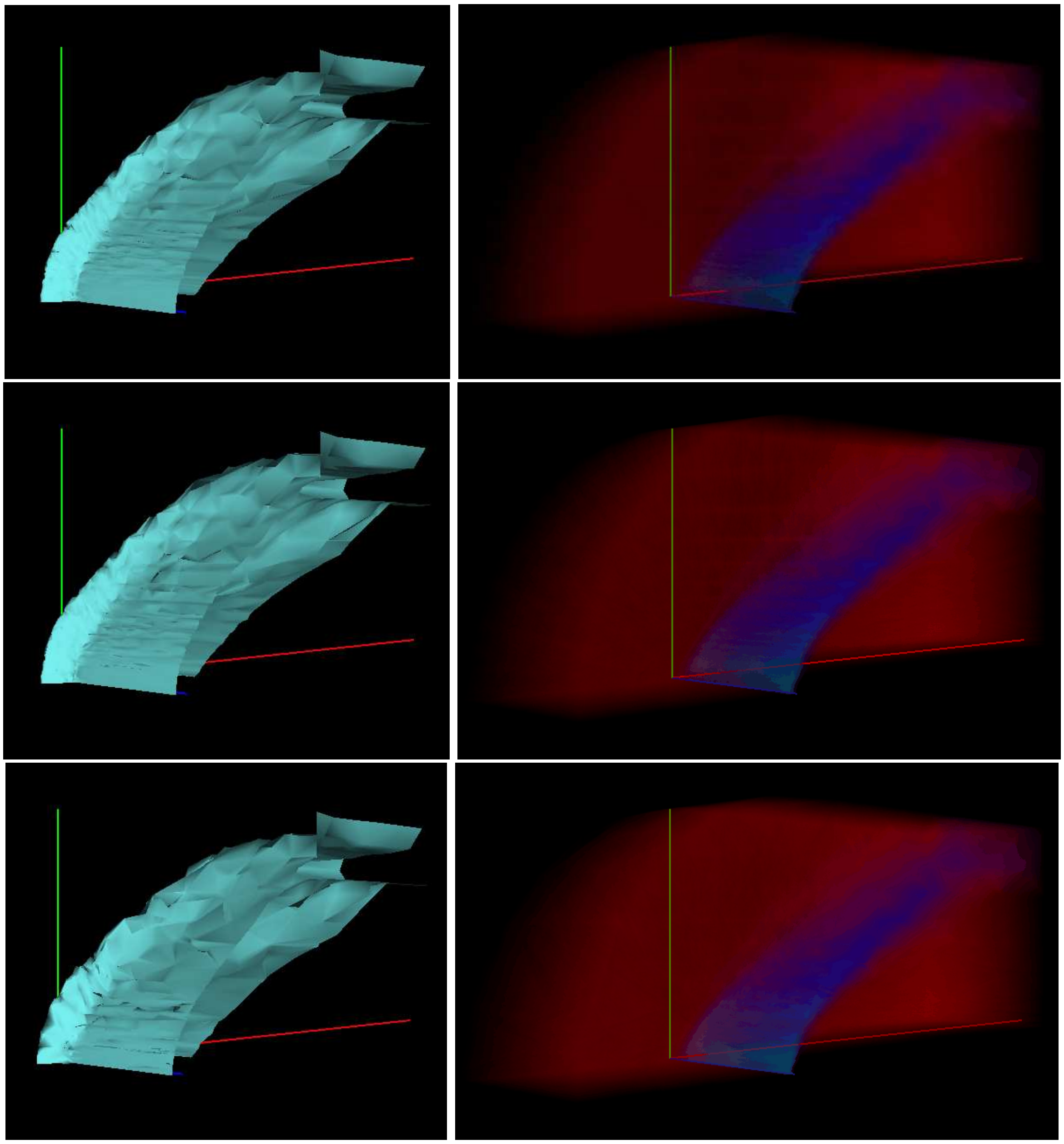

Fig. 14. Isosurface visualization and direct volume rendering of the BluntFin dataset, at three different resolutions (from top to bottom, 222K, 80K and 20K tetrahedra).

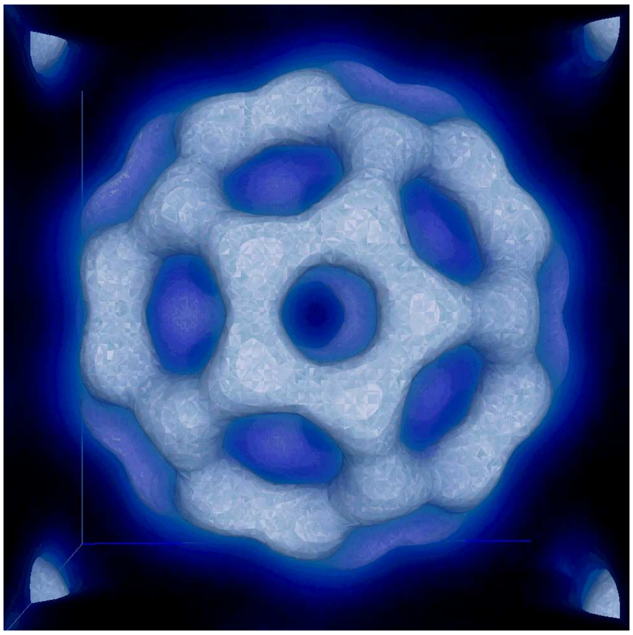

Fig. 15. Hybrid rendering of an approximated mesh of the Buckyball dataset at accuracy 0.6% (456K cells out of the 1,483K of the mesh at full accuracy).