



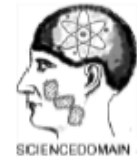
SDI FINAL EVALUATION FORM 1.1

PART 1:

Journal Name:	British Journal of Mathematics & Computer Science
Manuscript Number:	Ms_BJMCS_19044
Title of the Manuscript:	Real-Time Volume Rendering of FCC Datasets Using Box-Splines on the Mobile Platforms
Type of the Article	Original Research Article

PART 2:

FINAL EVALUATOR'S comments on revised paper (if any)	New Comments	Authors' response to final evaluator's comments
Previous Comments: It is not clear where the contribution / improvement of the provided work is. I urge the authors in include a clear paragraph in the introduction section to clarify this issue. Contribution is added up in introduction part and can be seen because its highlighted in yellow ----- Previous Comments: The figures in the manuscript looks very blurry. (So does the formulas). I am suspecting that the authors use a different formula editor and copied these graphics into the manuscript. I think for a better presentation the burry figures need to be re-designed, possibly with an editor having true font capabilities. Figures and equations are managed properly ----- Previous Comments: L229 - L237: the material here is essential for understanding the hardware that the experiments are conducted on. However, Figure 4, and the rest of the section 3.4 provides completely redundant details that has nothing to do with the experiments provided in the manuscript. I urge the authors to consider removing the remaining parts of section 3.4, possibly extending the first paragraph slightly.	I thank the author/s for their on-point corrections. I thank the author/s for their on-point corrections. I thank the author/s for their clarifications.	



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Section 3.4 is edited as per guidelines

Previous Comments: Section 4.3. L308-313: This paragraph is contains confusing information in multiple aspects. I would urge the authors to consider revising this paragraph.

- It is claimed that the author's implementation is not optimized for speed. In a manuscript where the authors claim to reach interactive performance this is an unacceptable situation. The authors should either revise their claims, or they should implement a method that is optimized for speed and provide the reader the specifics, or the experiments should be conducted using a well-known state-of-the-art method.
- The changes of the author's shader implementation should also be at least mentioned in the aforementioned paragraph.

We will implement the method in our future work

Previous Comment: L316-320: the information in this paragraph is redundant in this chapter, though i also agree that this information is essential for correct understanding. I urge the authors to consider moving the contents of this paragraph into hardware specifications section (3.4)

The paragraph is edited following the guidelines

Previous Comments: - Table 1 and 2: The only comparison is done with respect to linear interpolation, and according this comparison linear interpolation works 25 times faster than the proposed method, Which renders this manuscript unpublishable. Either:

- Present results of the state-of-the-art techniques that are mentioned in the background section
- Provide a set of compatible well-known methods that attempts to tackle with the same problems/complications and their comparisons.
- Provide clear description where the proposed method/s contribute positively to the literature.

I still think if there are any fine details about the author/s' shader implementation, that should be mentioned in the manuscript. If it is a generic implementation, then the readers should be at least directed (via a citation perhaps, or a Web site as a footnote) to the details of this implementation. Because since it is claimed that the author/s' implementation is not optimized for speed these details would be essential for the understanding of the reader.

I thank the author/s for their efforts.

I still believe that the author/s should compare, or at least list the reasons why their methods are preferable to linear interpolation more clearly (instead of just mentioning it via figures, I believe the quality improvement with respect to linear interpolation deserve at least a clarifying paragraph so that it is not missed). But I also want to thank the author/s for their meticulous corrections for making the manuscript better.



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-Figure 6: Captions need to be revised.
- Figure 6: **Figures can be smaller in size, the details** will still be visible.

Previous Comment: Chapter 3: The description of the techniques is comprehensive and I thank the authors for their careful work. However, these details took quite long covering a very large portion of the manuscript. I would consider shortening the material in this section, since it actually is just literature work, not the contributions of the work that you have presented.

Chapter 3: I would also like to see a detailed comparison of the techniques (Not necessarily as result, a technical discussion would also suffice) in terms of the related contributions. (Which ones produce the better result, which are suitable for online execution, what are the pros and cons of different methods and etc.)

A Spell Check throughout the manuscript is necessary. There are a few spelling/grammar mistakes that can easily be corrected, such as:

L53: present --> presented

L54: ... algorithm we --> algorithm, we

L77: required --> require

L161: straight forward --> straightforward

L162: surface shaded --> surface-shaded

L182: consider revising

L262: we developed --> we have developed

Spelling mistakes and other common mistakes are being removed as per guidelines and also thank you so much for appreciation

I thank the author/s for their on-point corrections.

Reviewer Details:

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