ERRATUM

Erratum to: Geometry-shader-based real-time voxelization and applications

Shu-Huai Chang¹ · Yu-Chi Lai¹ · Chih-Yuan Yao¹ · Kai-Lung Hua¹ ·
Yuzhen Niu² · Feng Liu³

Published online: 13 January 2016
© Springer-Verlag Berlin Heidelberg 2016

Erratum to: Vis Comput (2014) 30:327–340 DOI 10.1007/s00371-013-0858-5

The spelling of Chih-Yuan Yao's and Shu-Huai Chang's name was incorrect in the original article. The correct names are given here.

Shu-Huai Chang received the B.S. degree in Computer Science and Information Engineering from National Taiwan University of Science and Technology in 2011. He is currently working toward the M.S. degree in the Department of Computer Science and Information Engineering in National Cheng-Kung University. His research interest is computer graphics.

The online version of the original article can be found under doi:[10.1007/s00371-013-0858-5](https://doi.org/10.1007/s00371-013-0858-5).

✉ Yu-Chi Lai
cheeryuchi@gmail.com
Shu-Huai Chang
td458193@hotmail.com
Chih-Yuan Yao
cyuan.yao@gmail.com
Kai-Lung Hua
hua@mail.ntust.edu.tw
Yuzhen Niu
yuzhen@gmail.com
Feng Liu
fliu@cecs.pdx.edu

Chih-Yuan Yao is an Assistant Professor in the Department of Computer Science and Information Engineering at National Taiwan University of Science and Technology (NTUST), Taipei, Taiwan. He received his M.S. and Ph.D. degrees in Computer Science and Information Engineering from National Cheng-Kung University, Taiwan, in 2003 and 2010, respectively. His research interest is computer graphics, including mesh processing and modeling, and non-photorealistic rendering (NPR).

¹ National Taiwan University of Science and Technology, Taipei, Taiwan, ROC

² College of Mathematics and Computer Science, Fuzhou University, Fuzhou, China

³ Portland State University, Portland, USA