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VOTE: A Ray-Casting Study of Vote-Oriented Technique Enhancements

Alec G. Moore, John G. Hatch, Stephen Kuehl, Ryan P. McMahan

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#### ACCEPTED MANUSCRIPT

#### HIGHLIGHTS

- A novel improvement for usability of 3D selections is proposed.
- Every graphical frame a vote is cast for a candidate selection.
- VOTE does not require additional user input or modify the underlying technique.
- VOTE affords faster selections when applied to ray-casting.



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