Volume visualization is an important tool for exploration and understanding of complex 3D scientific data, as those acquired for example by CT scanning. Recent advancements in hardware and software renewal interest in interactive, high-quality volume rendering as it now becomes feasible even on desktop computers. In this work we present new application designed for visualization of CT scans of human skulls. We focus on image quality and add new features for skull comparison and difference visualization. Our solution is based on .NET application, which provides user interface (GUI) and external volume renderer as dynamic link library. We have implemented complex renderer for high-quality isosurfaces using algorithms based on interactive ray-marching methods including self shadowing and transparency. We also add support for multiple volumes and introduce new rendering modes for difference visualization. In addition our system uses NVIDIA CUDA technology, showing how to harness the power of modern GPUs for accelerating this complex task. Our results show that we are able to deliver interactive visualization tool, which can greatly help in areas like anthropological research.