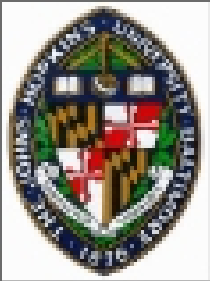


Volume Rendering

Johns Hopkins Department of Computer Science
Course 600.456: Rendering Techniques, Professor: Jonathan Cohen

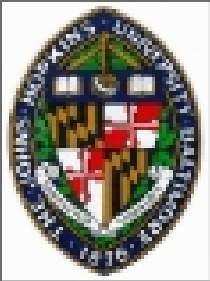


Volume Rendering

Creating 2D images of volume data

**Voxels (volume elements) typically stored
in regular lattice**

Voxel lattice represents 3D scalar field



Types of 3D Scalar Fields

X-ray absorption

Flow velocity (speed)

Temperature

Solidity (CSG, etc.)