

Assignment 5 : Volume Rendering Using Ray-casting

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1 INTRODUCTION

1.1 Environment

For this assignment, I use CMake 3.16.0-rc1 to generate the project and use Visual Studio 2019 to compile.

1.2 Overview

In this assignment, I have implemented the requirements, including:

- Volume Preprocessing
- Interpolator
- Classifier
- Compositor
- Renderer (including Sampler)
- Volumetric Shadow Implementation

2 IMPLEMENTATION DETAILS

2.1 Volume Preprocessing

2.2 Interpolator

2.3 Classifier

2.4 Compositor

2.5 Renderer (including Sampler)

2.6 Volumetric Shadow Implementation

3 RESULTS

3.1 Effect of sampling times

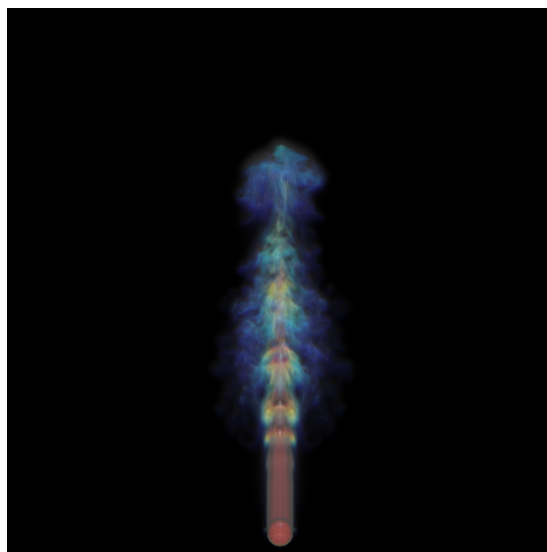


Fig. 1. PLACEHOLDER