

## Appendix B: List of implemented functions

### GradientVolume

- interpolate()
- getGradient()

### RaycastRenderer

- slicer()
- traceRayIso()
- bisection()
- colorCompositing()
- traceRayComposite()
- computePhongShading()
- computeOpacity2DTF()
- computeToneShading()
- checkRange()

### Volume

- weight()
- cubicinterpolate()
- bicubicinterpolate()
- getVoxelTriCubicInterpolate()

### VectorMath

- scalar()
- normalize()
- add()
- sub()
- toneCos()

### RaycastRendererPanel

- jRadioButton1ActionPerformed(): phongshading
- jRadioButton2ActionPerformed(): Toneshading
- jRadioButton3ActionPerformed(): Noshading
- jRadioButton4ActionPerformed(): InteractiveMode