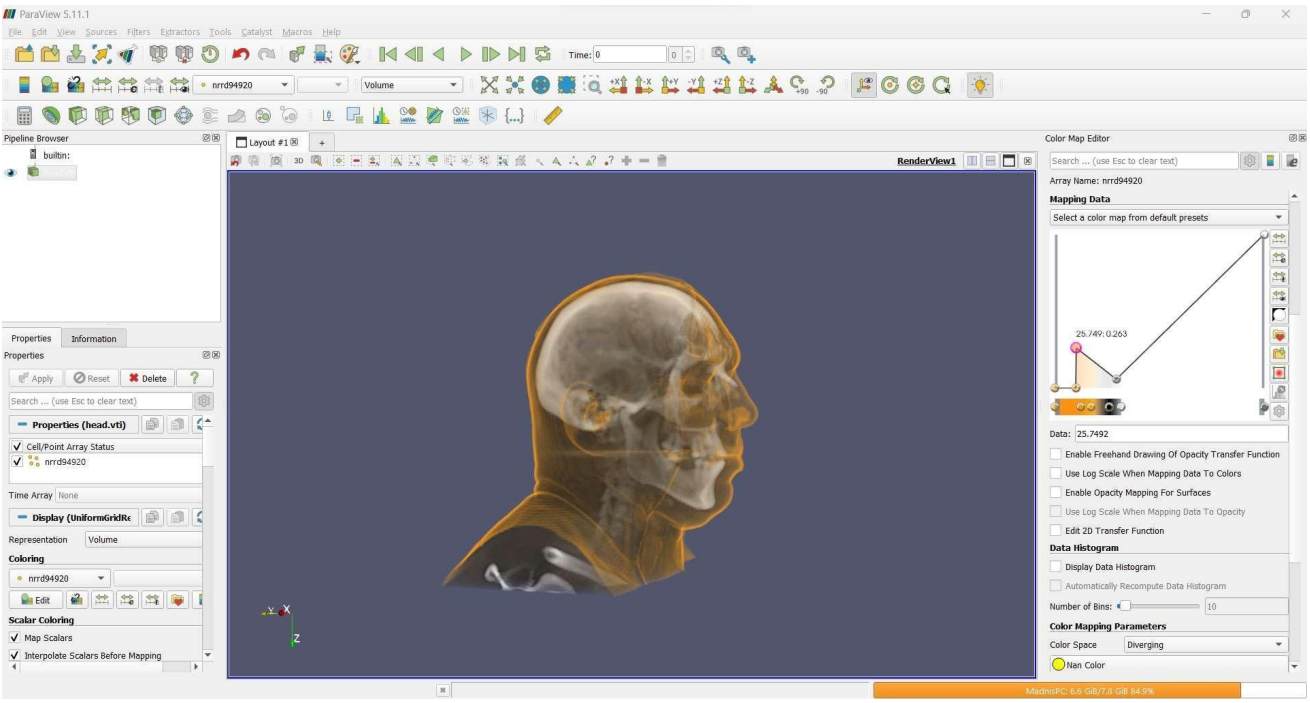
Direct Volume Rendering in ParaView

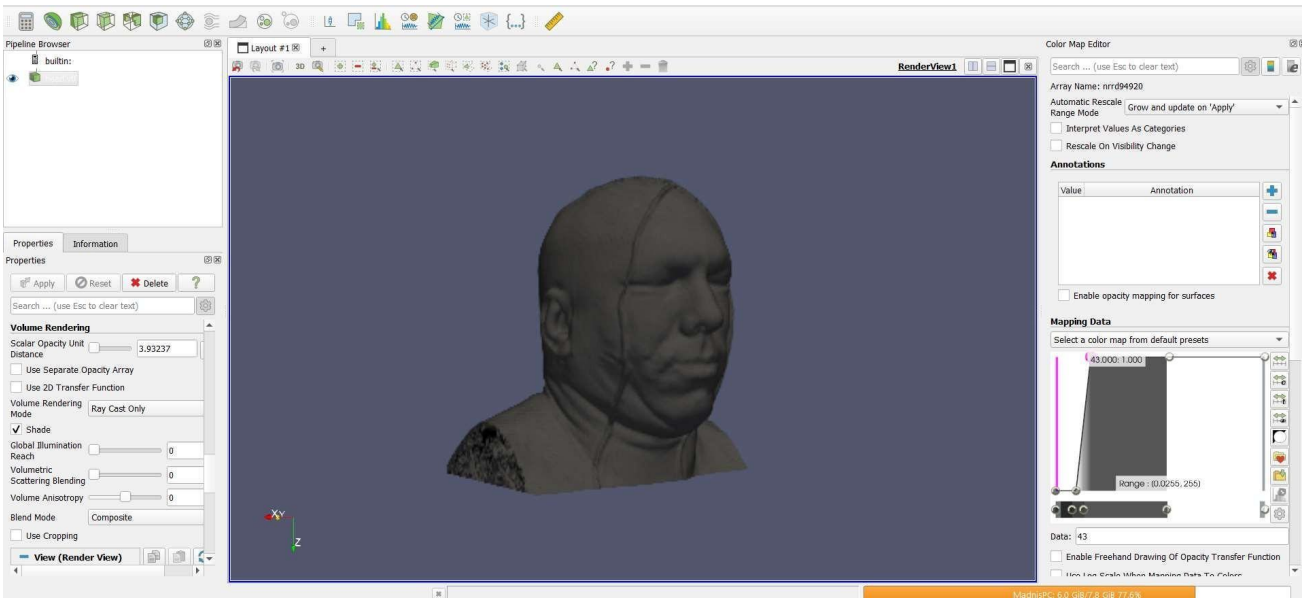
(a)



(b)

The intended effect of such an effect is most likely to see something regarding bones or skeleton. It doesn't lead to a cleaner image because of the insufficient samples. Post-processing filters can enhance the final rendered image. Techniques like Gaussian blurring or edge-preserving filters can be applied to the rendered image to smooth out any remaining noise or artifacts, resulting in a cleaner and more polished result.

(c)



(d)

When the image is still, the image is constant and hence the gpu has enough time to render all the steps. But when we are rotating the image, the computational data becomes very large because the angle is changing. If the gpu has to render all the steps now then it'll take a long time to render anything properly while rotating. To solve this problem. The larger step size in ray casting is used. It reduces the computational effort hence giving a comprehensible image but in result produces the artifacts.