

Volumetric Ray Tracing

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Abstract

This paper presents an overview of several methods used for volumetric rendering.

1. Introduction

Volumetric ray tracing is well suited for rendering 3-dimensional objects, which cannot be easily represented as a set of geometric primitives, e. g. clouds [?].

2. Classical Ray Tracing Equation

3. Modification Of The Ray Tracing Equation For Volume Rendering

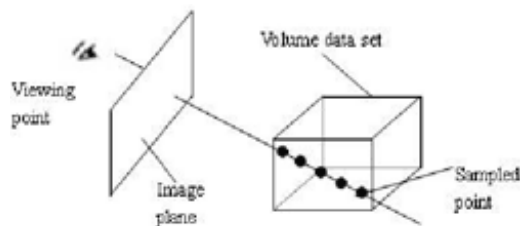


Figure 1. Ray Casting scheme [?]

Figure 1: *Illustration of the ray casting process.*