

DEMO

WEBGL

TRANSFER FUNCTIONS

- Most volumes have a single quantity (density, x-ray absorption, # positron emissions, ...)
- We want to create colored images
- Transfer function (or lookup table (LUT)): $f : \mathbb{R}^i \rightarrow \mathbb{R}^3$ (=RGB)
- Majority of cases: $i = 1$
- In OpenGL, usually implemented with a `sampler1D` that is texture sampled using the quantity as parameter (requires normalized parameters)