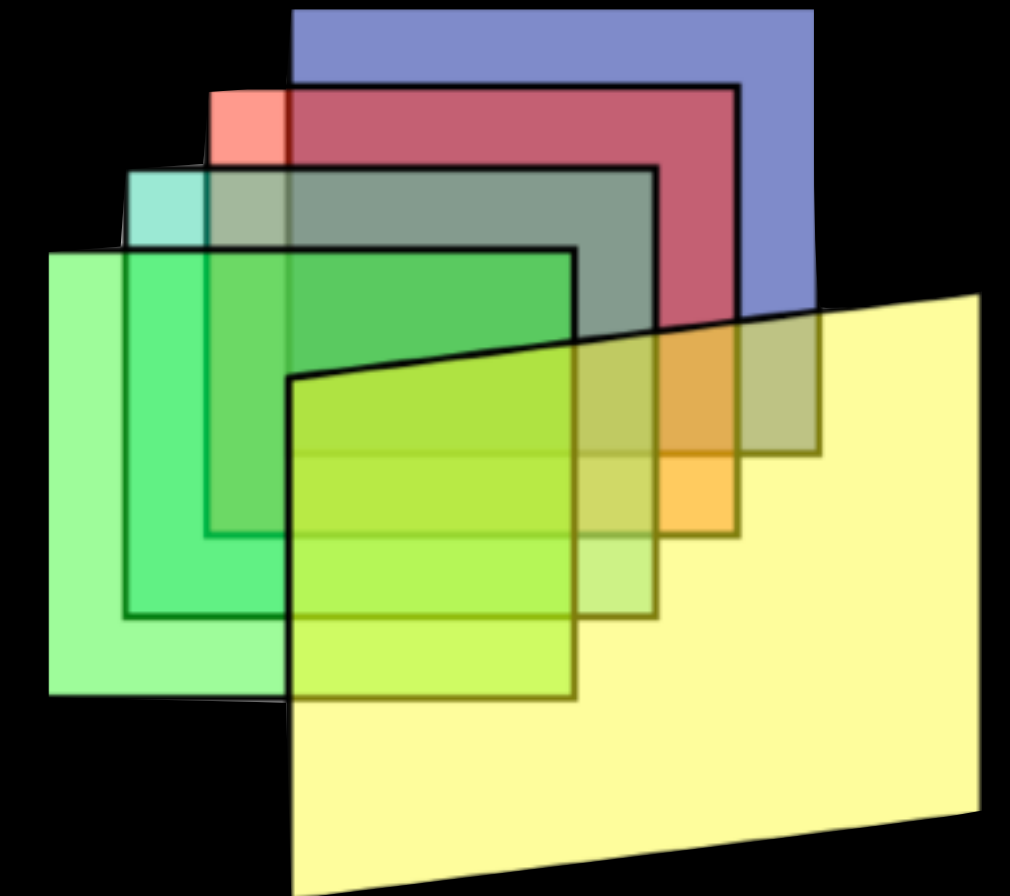


VOLUME SPLATTING

- Object-order
- Project each voxel onto the image plane individually
- Each voxel is represented by a 3D kernel
 - Kernel is converted into 2D footprint on the image plane
 - Size and shape of kernel determines image quality (sharpness, # holes, ...)
- One voxel is splatted onto many pixels
- Voxels are added within sheets
 - Front-to-back compositing each sheet
 - Accumulating final result in a separate buffer



Westover, 1990

Splatting: A Parallel, Feed-Forward Volume Rendering Algorithm

