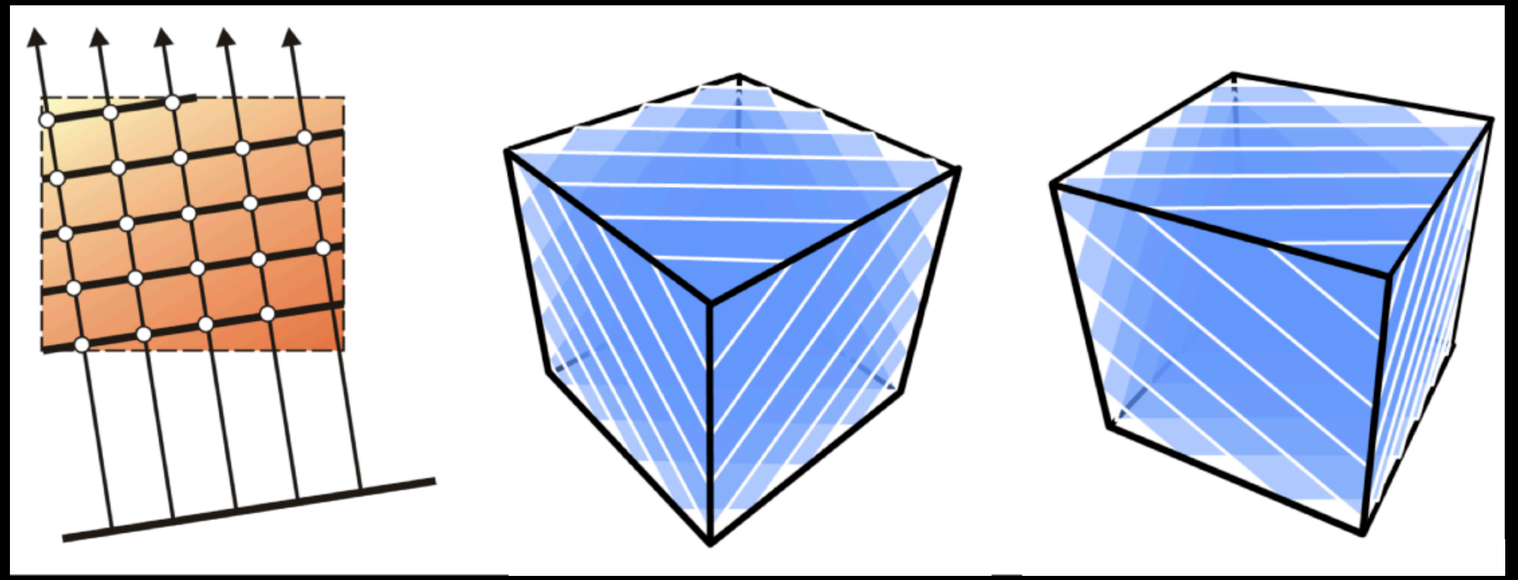
Texture Slicing

- Option 2: Single stack of 2D textures along view direction

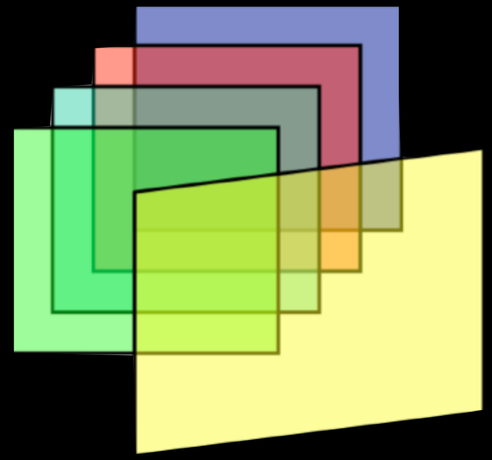
- Trilinear interpolation slower than bilinear interpolation
- Sampling distance independent of viewing angle



Images © Weiskopf, Machiraju, Möller

Volume Splatting

- Object-order
- Project each voxel onto the image plane individually
- Each voxel is represented by a 3D kernel
  - Kernel is coverted 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