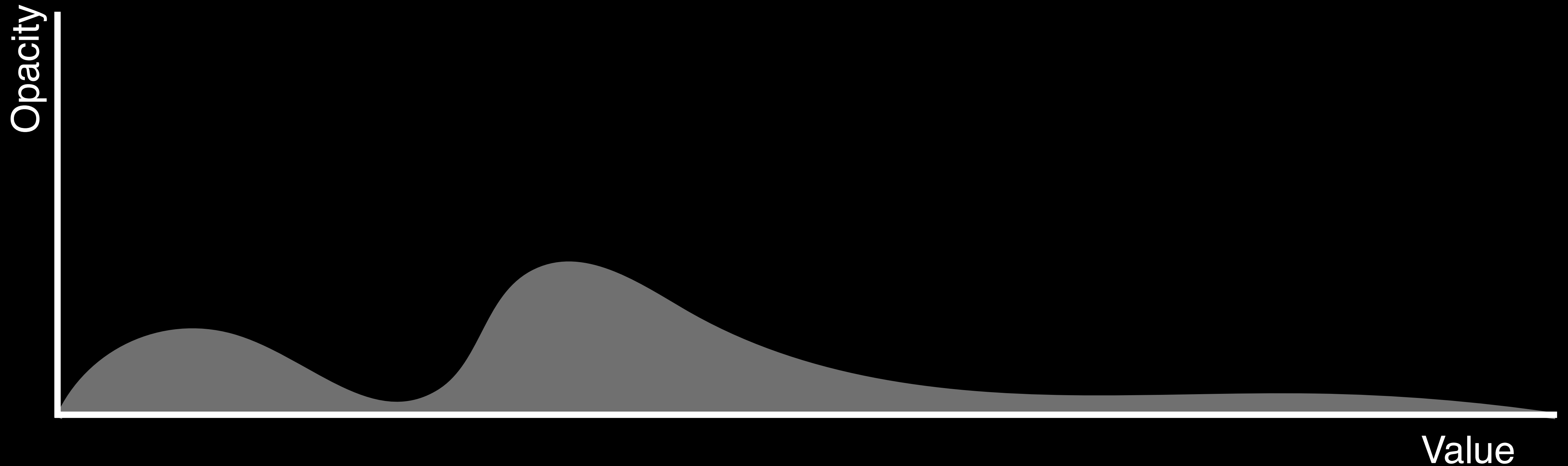


# TRANSFER FUNCTIONS

- Most volumes have a single quantity (density, x-ray absorption, # positron emissions, ...)
- We want to create colored images
- Transfer function (or lookup table (LUT)):  $f : R^i \rightarrow R^3$  (=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)

# TRANSFER FUNCTIONS

- Many ways of specifying transfer functions



- Background in this case: Histogram over the volume