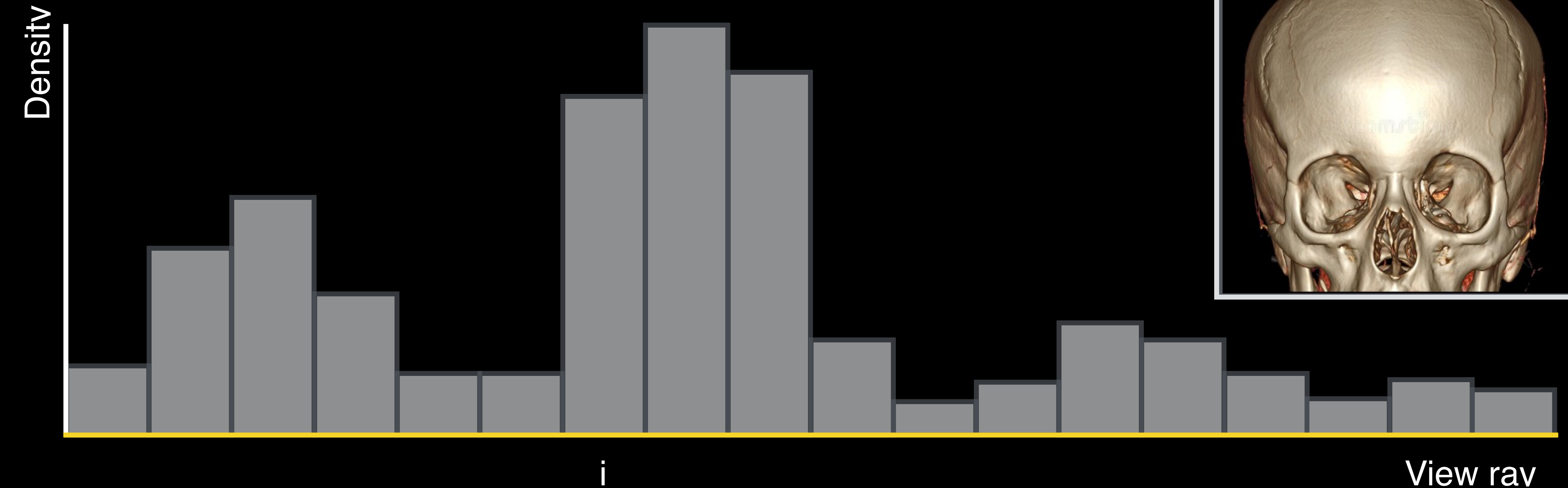# First Hit Compositing

Density

i

View ray

- Use the first value that is above a given threshold
- C'_i = first C_i above threshold := j
- $A'_i = A_j$
- -> Isosurface rendering

C: Color

A: Transparency/Alpha

Prime: Accumulated

Non-prime: Current value

Techniques

NYU