

# DIRECT VOLUME RENDERING

- **Direct**
- No explicit geometric representation is generated
- **Volume**
- Extension of 2D image into 3D
- For today: Regular grid structure, but other methods exist (AMR, spherical, ...)
- **Rendering**
- ...

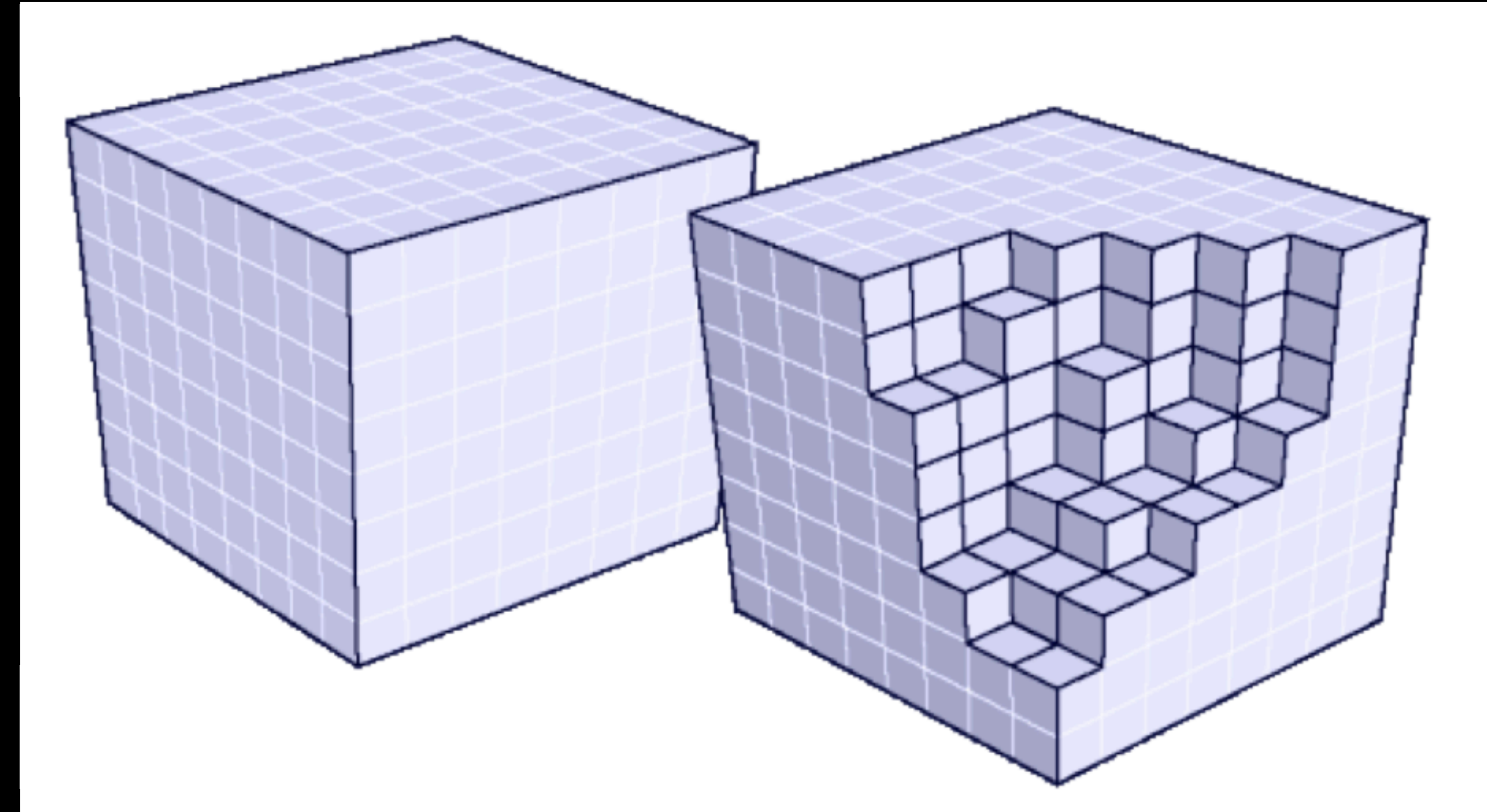


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# DIRECT VOLUME RENDERING

- Image-order techniques
  - Perform operations on pixels to produce the image
  - -> Majority of today's implementations
- Object-order techniques
  - Perform operations on the elements of the scene
  - -> What we have been doing so far

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