

- Object-order: Modify bounding box to approximate the volume better

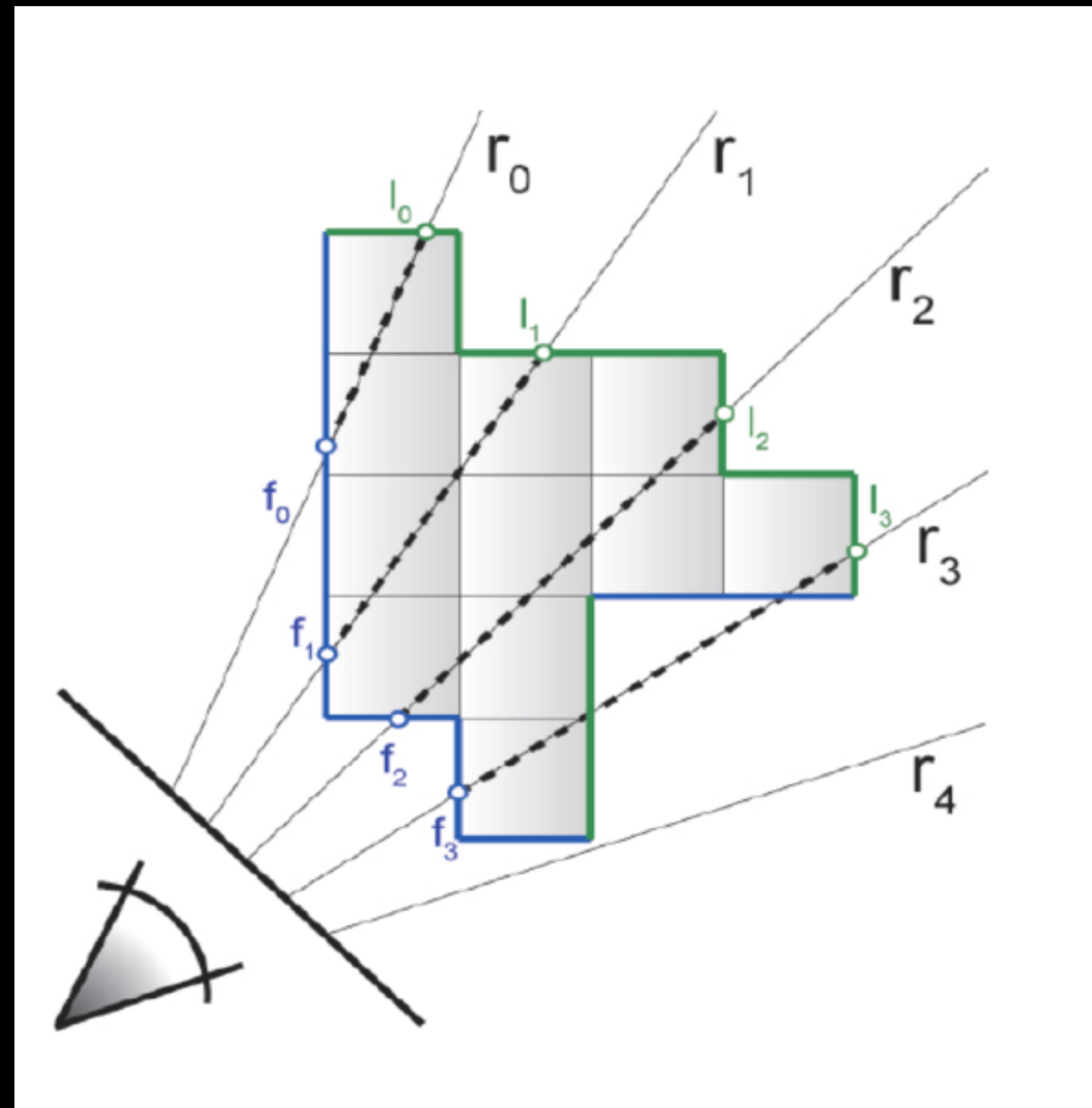
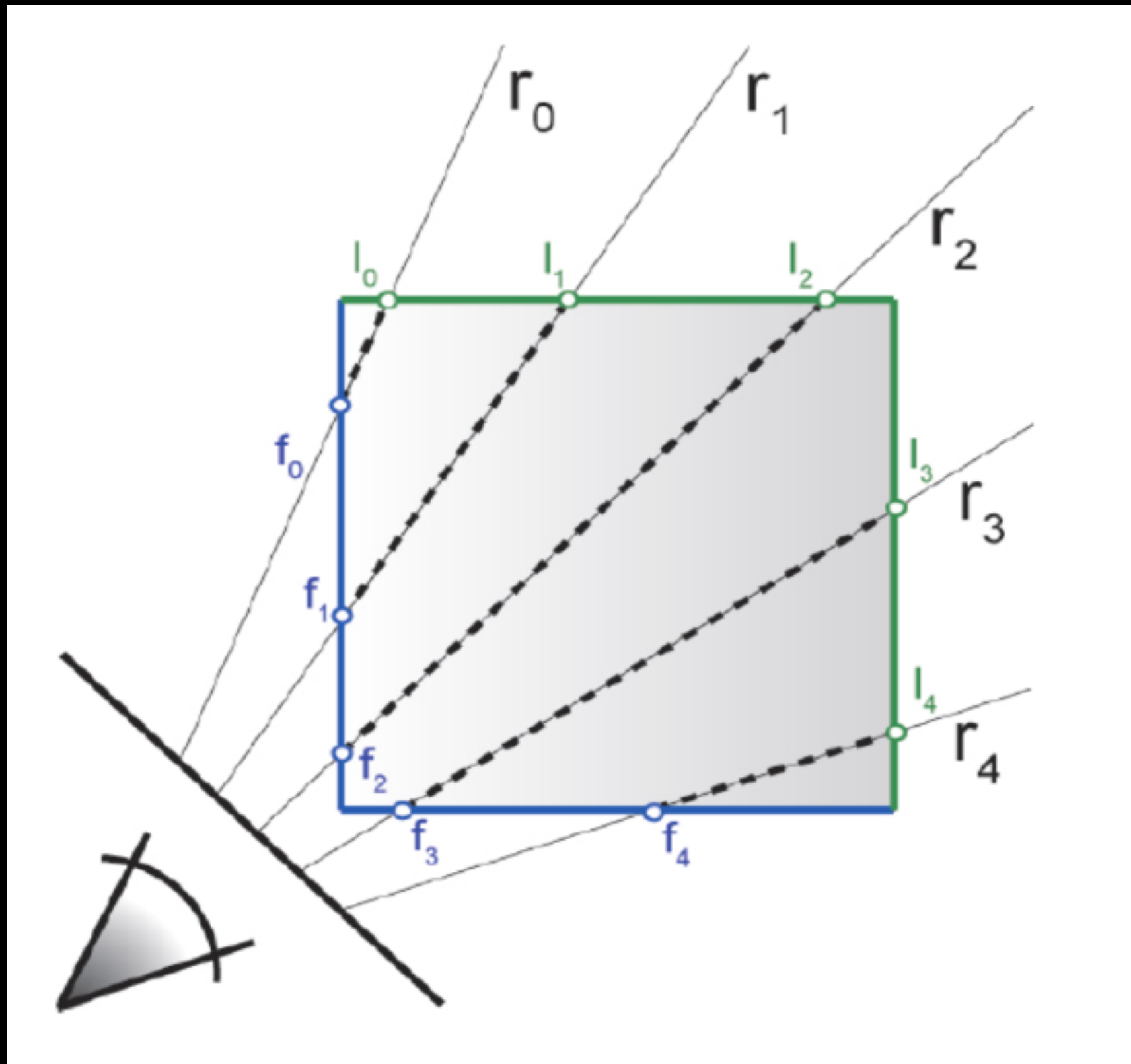
- Image-order: Provide additional information to improve the sampling



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OBJECT-ORDER EMPTY SPACE SKIPPING

- Construct a coarse grid over the volume (for example 16^3 voxels)
- Store minimum/maximum voxel values per resampled grid and test against transfer function



Images from
Stefan Bruckner

EMPTY SPACE SKIPPING

- Object-order: Modify bounding box to approximate the volume better
- Image-order: Provide additional information to improve the sampling