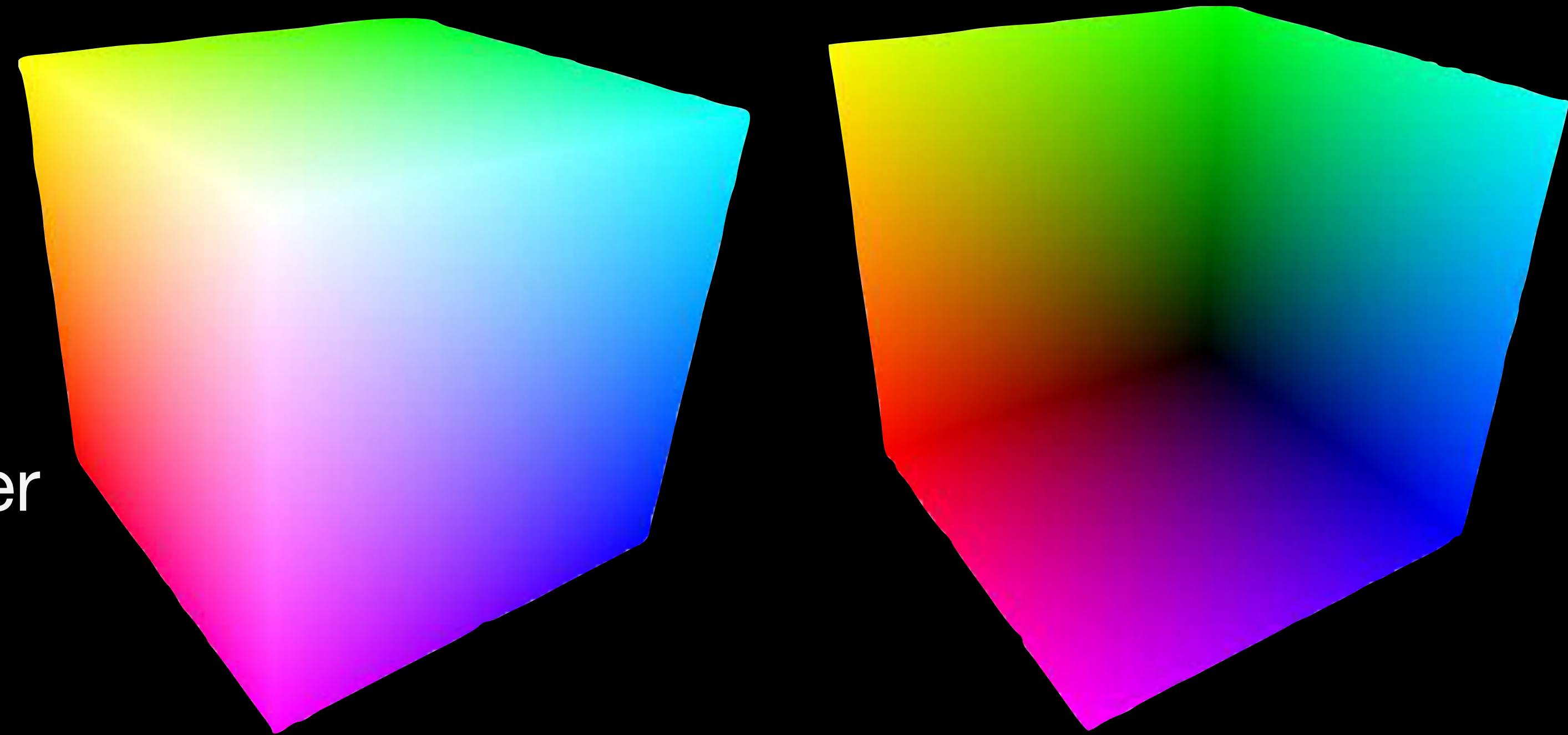


TECHNIQUES

KRÜGER-WESTERMANN PROXY GEOMETRY

- Render *Proxy Geometry* twice using the position as color $[0, 1]$
- First pass
 - Render front front side of the proxy geometry into a frame buffer
- Second pass
 - Render back side of the proxy geometry using the same camera parameters
- Third pass
 - Compute the difference between back side and front side color \rightarrow direction vector
 - Loop over the ray and perform compositing



Krüger, Westermann, 2003
Acceleration Techniques for GPU-based Volume Rendering