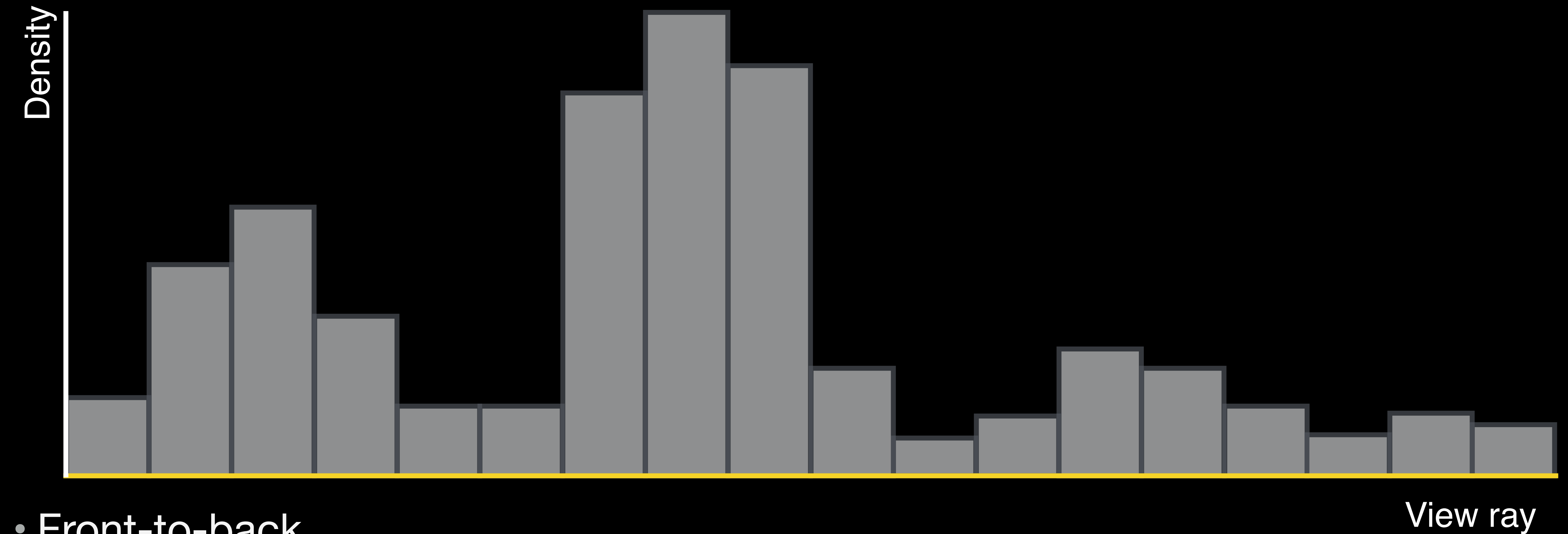


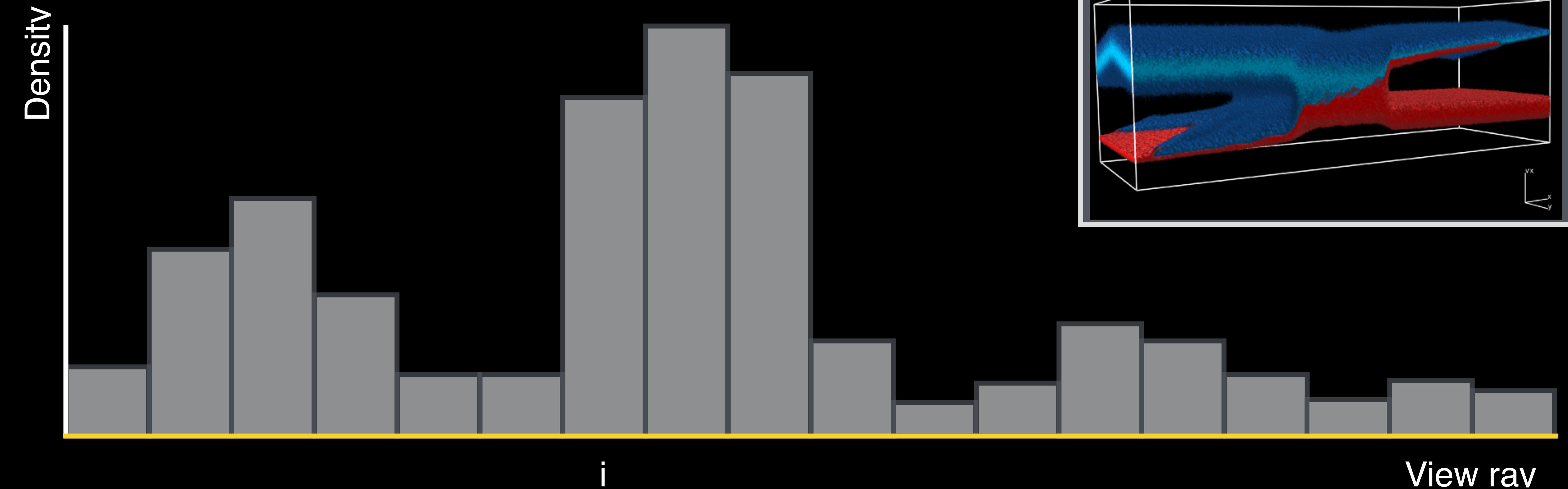
COMPOSITING



- Front-to-back
- Maximum intensity projection
- First Hit

C: Color
A: Transparency/Alpha
Prime: Accumulated
Non-prime: Current value

FRONT-TO-BACK COMPOSITING



- See OpenGL `glBlendFunc(GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA)`
 - $C'_i = (1 - A'_{i-1})C_i + C'_{i-1}$
 - $A'_i = (1 - A'_{i-1}) * A_i + A'_{i-1}$
 - Stop when full opacity has been reached (or *Early Ray Termination*)
- C: Color
A: Transparency/Alpha
Prime: Accumulated
Non-prime: Current value