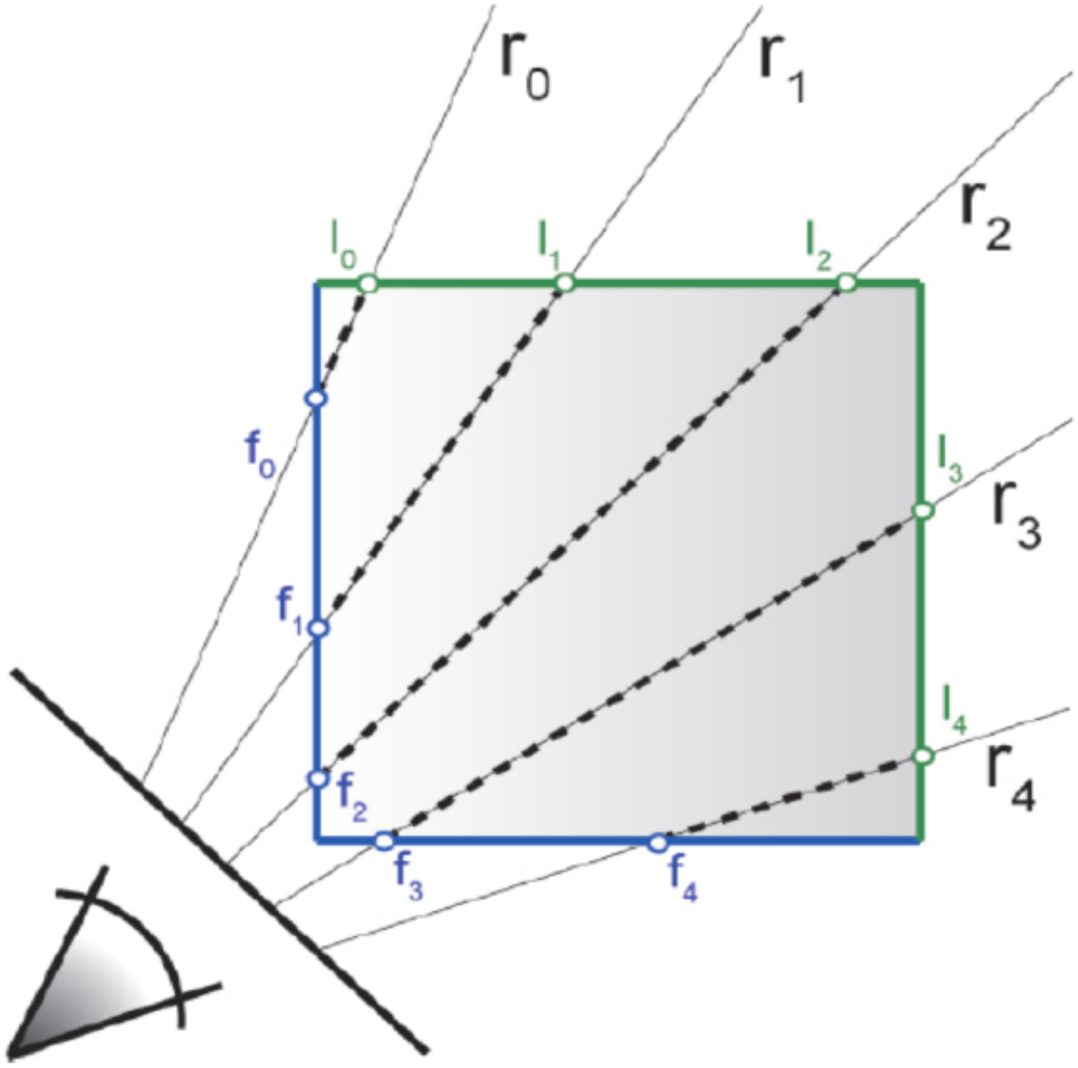
- Construct a coarse grid over the volume (for example 16^3 voxels)
- Store minimum/maximum voxel values per resampled grid and test against transfer function

NYU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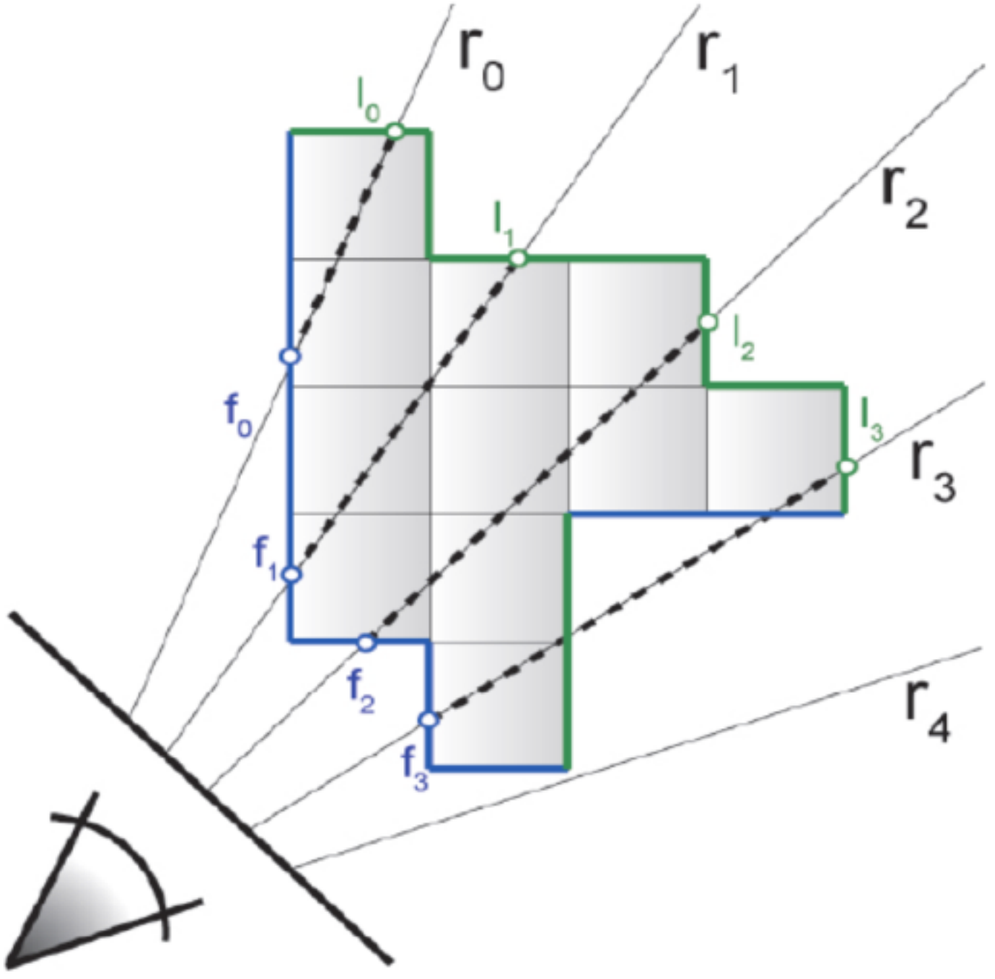
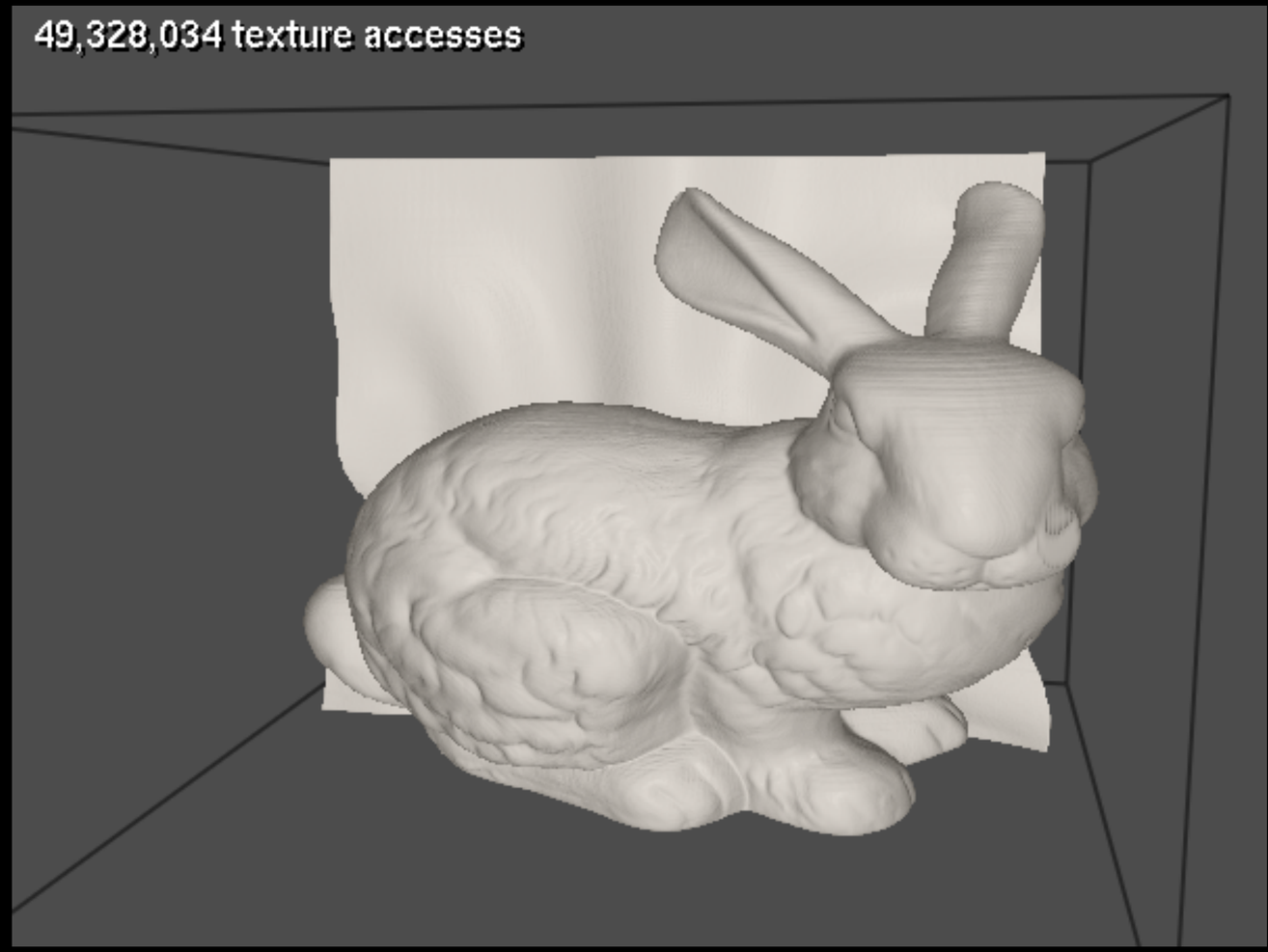
r2
r3
r4
l0
l1
l2
l3
l4
f0
f1
f2
f3
f4


r0
r1
r2
r3
r4
l0
l1
l2
l3
f0
f1
f2
f3

Object-Order Empty Space Skipping

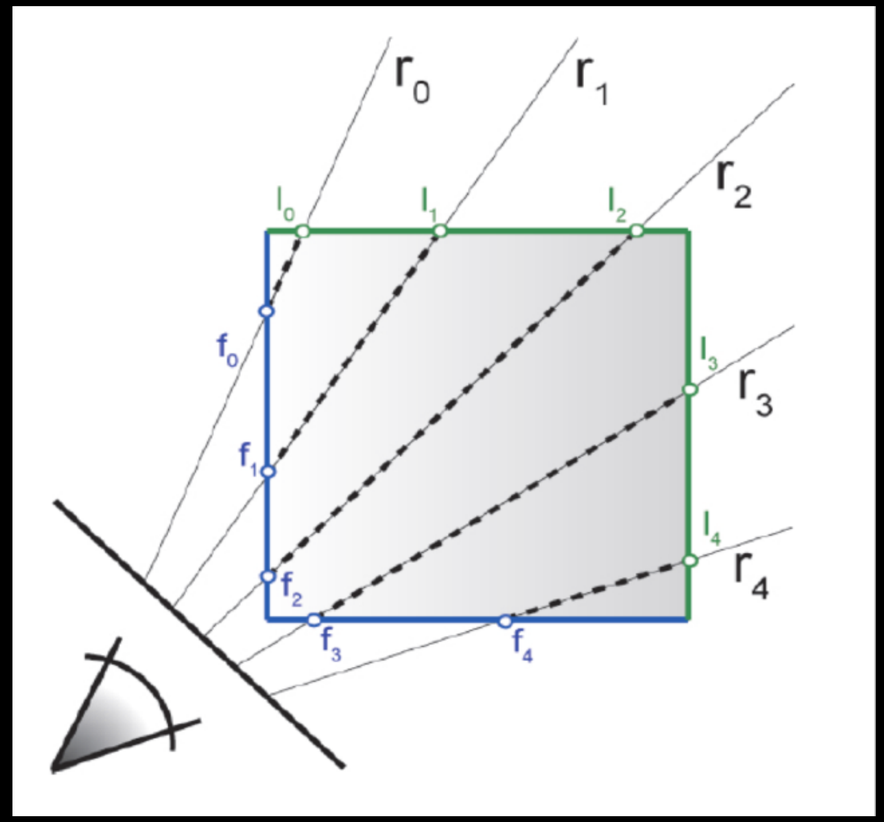
- Volume rendering

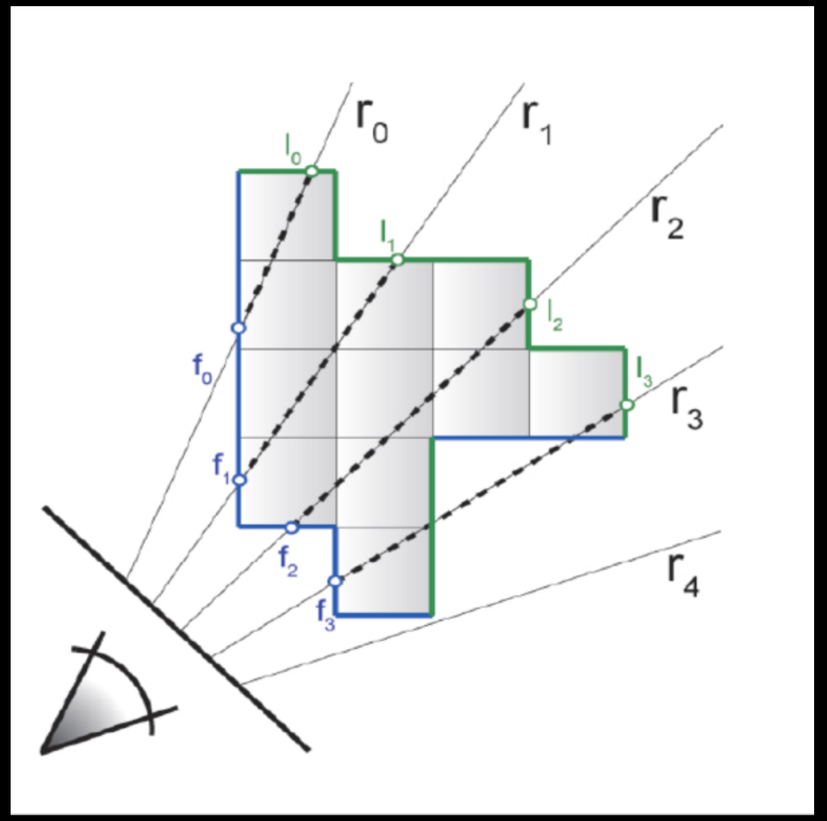


Images from http://haferburg.github.io

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