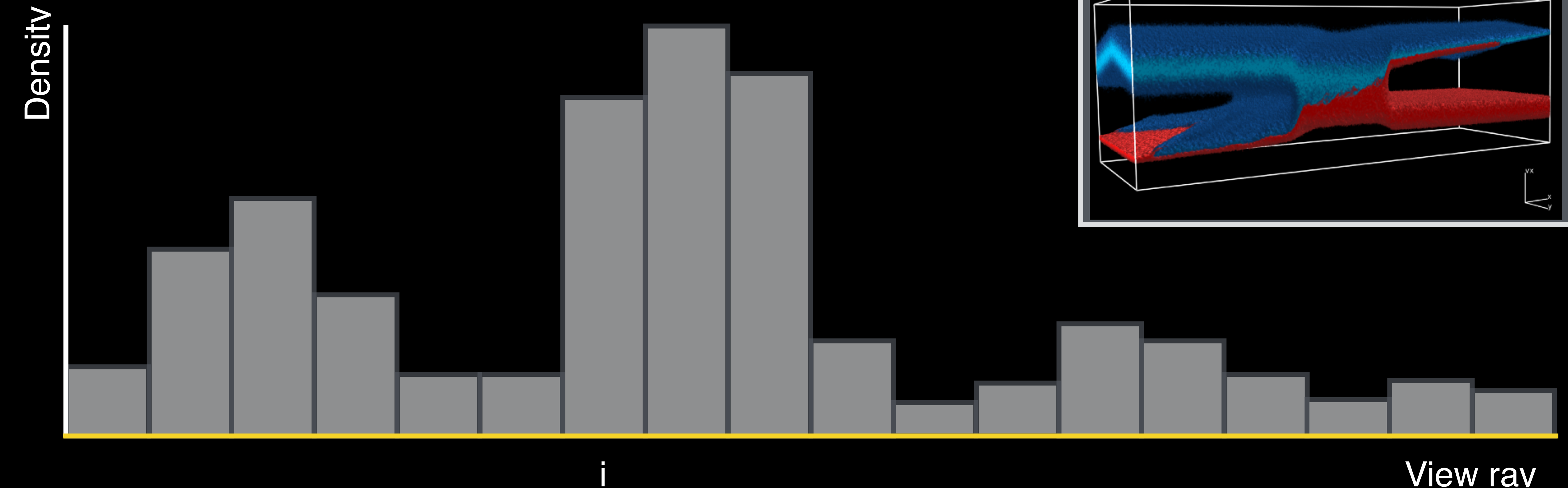
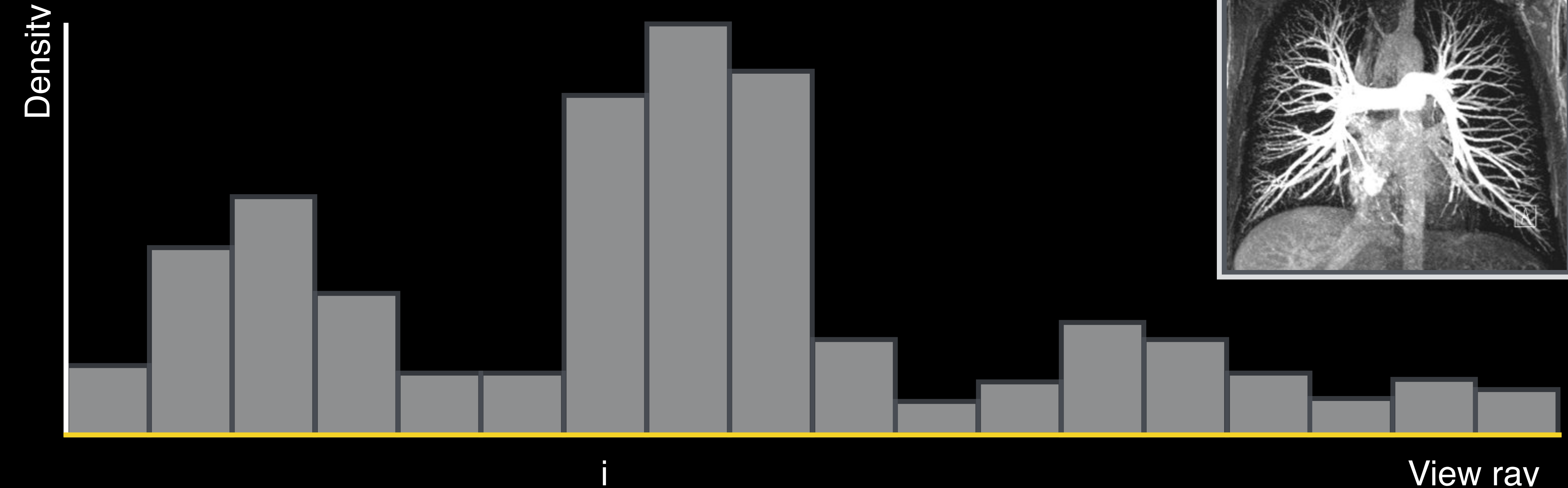
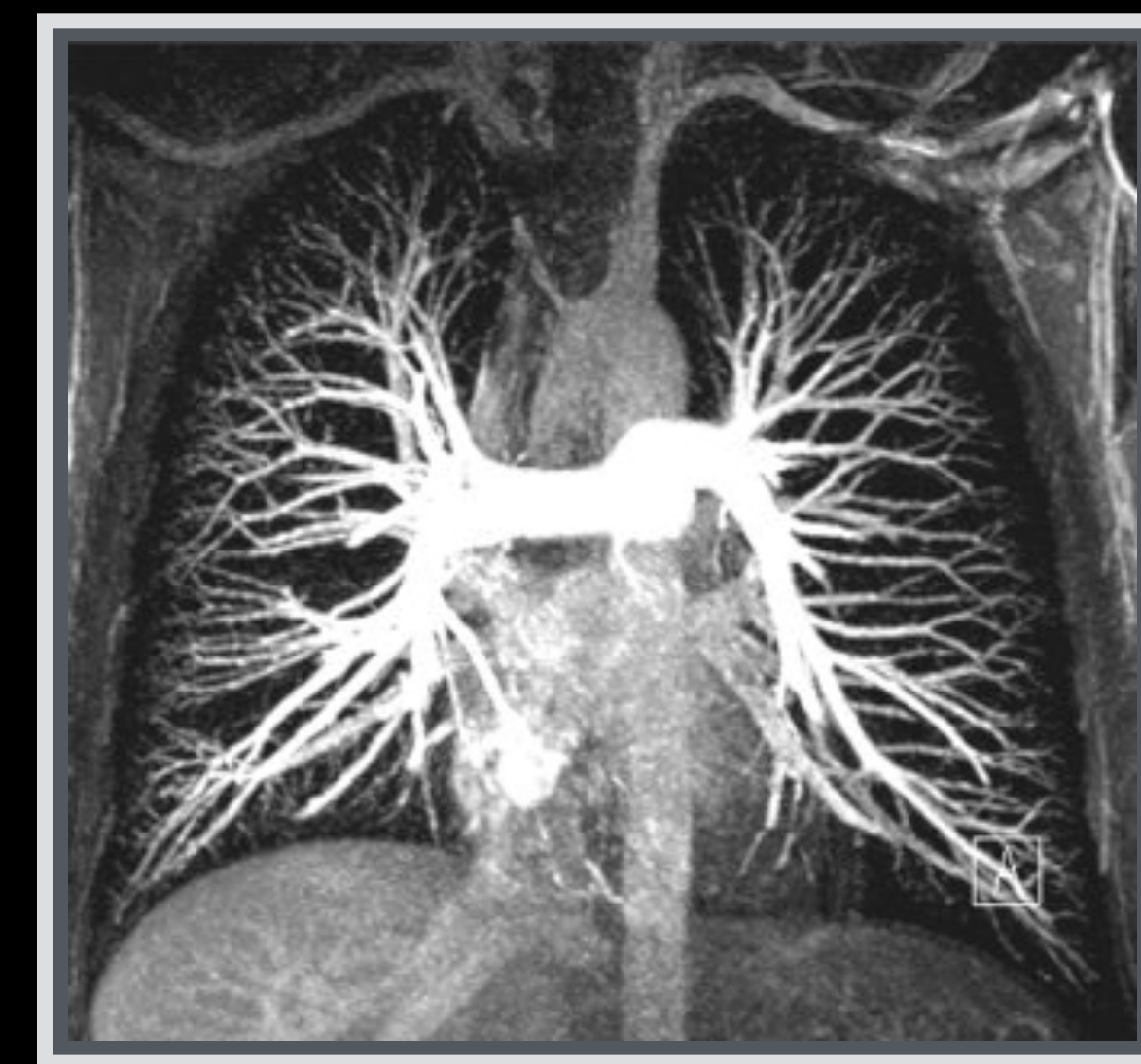


FRONT-TO-BACK COMPOSITING



- 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

MAXIMUM INTENSITY COMPOSITING



- Use the maximum intensity of all samples along the ray
- $C'_i = \max_j(C_i, C'_{i-1})$
- $A'_i = A_j$

C: Color

A: Transparency/Alpha

Prime: Accumulated

Non-prime: Current value