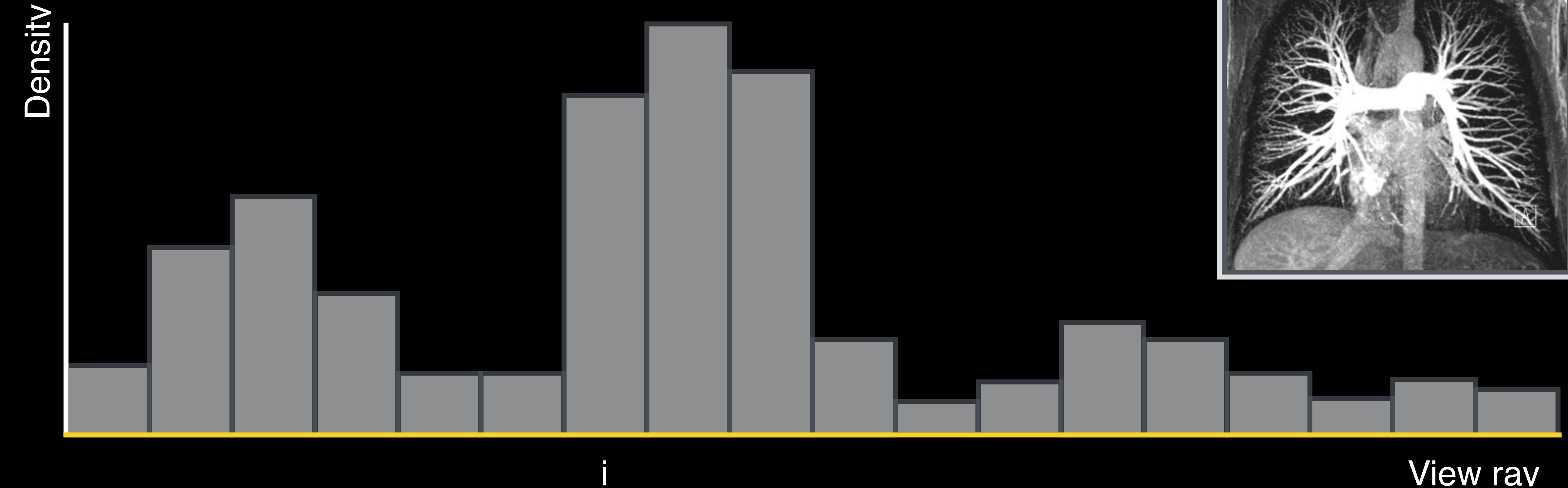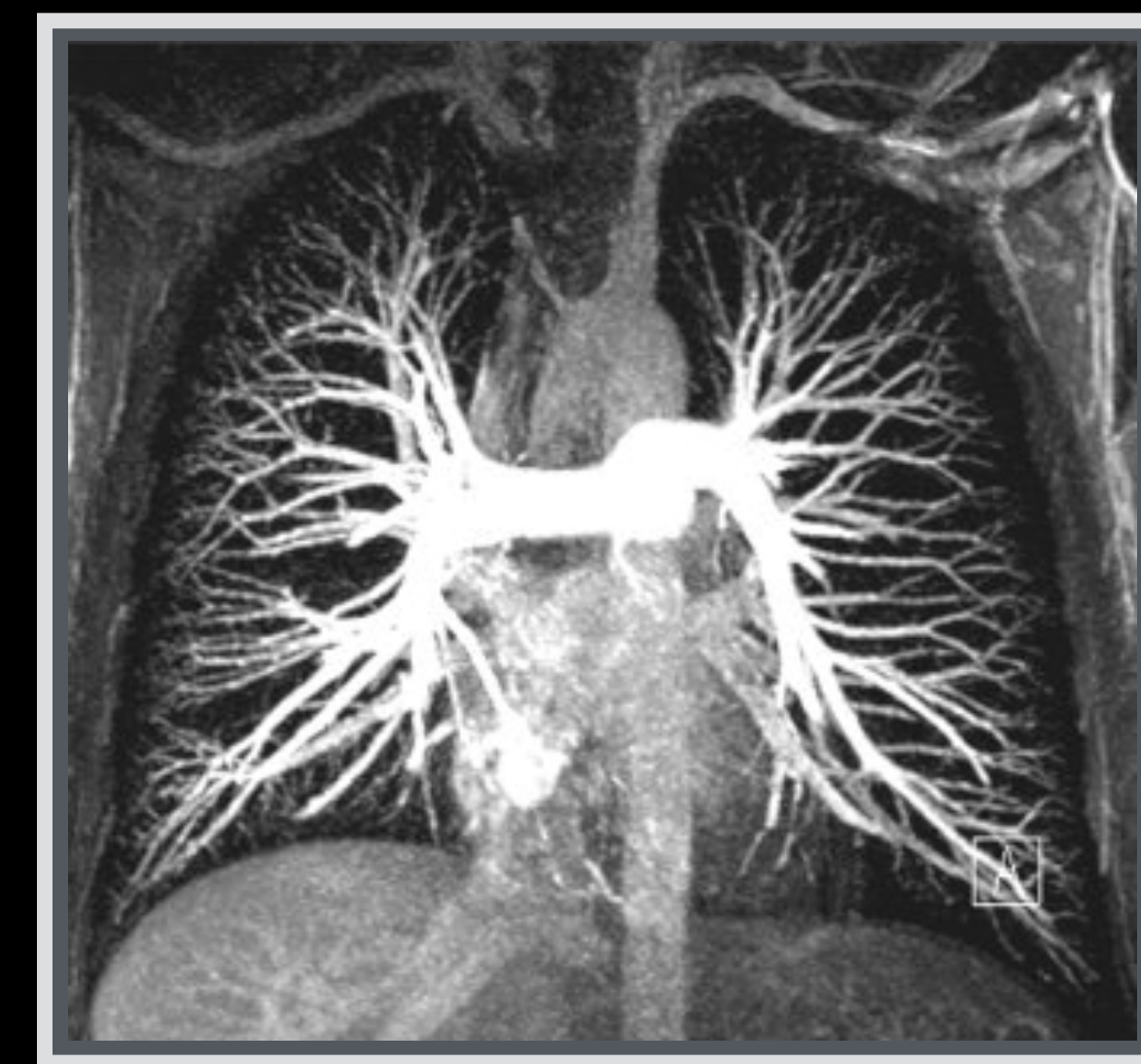# Maximum Intensity Compositing

- Use the maximum intensity of all samples along the ray
- $C'_i = \max_j(C_i, C'_{i-1})$
- $A'_i = A_j$
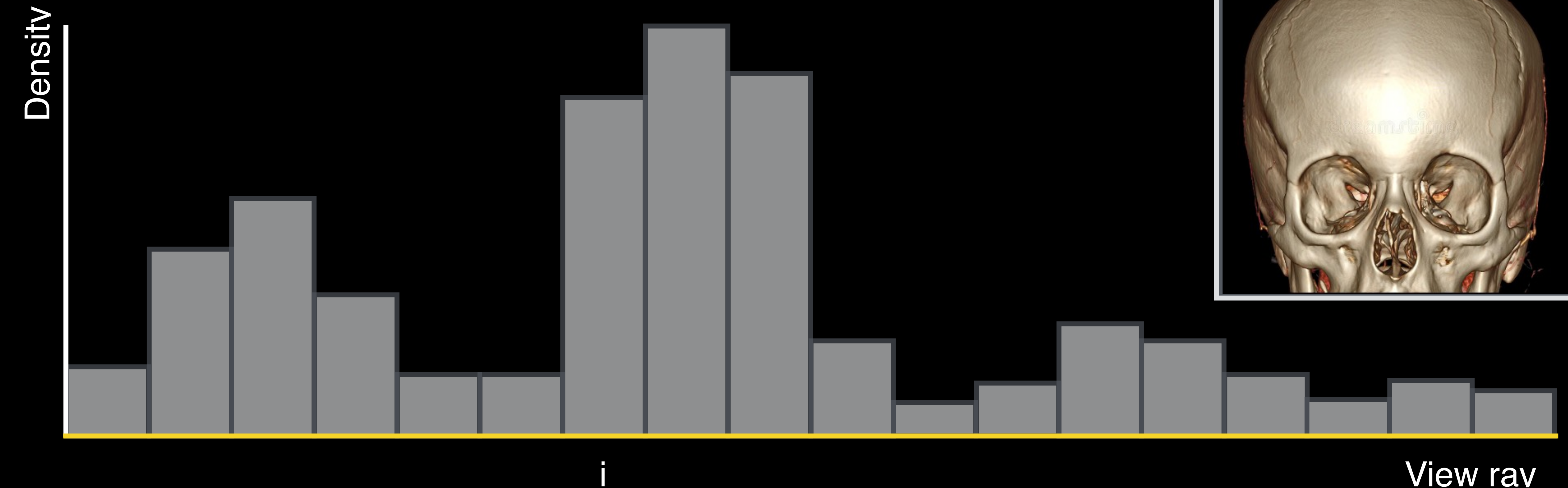
C: Color
A: Transparency/Alpha
Prime: Accumulated
Non-prime: Current value

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FIRST HIT COMPOSITING

Density

i

View ray

- Use the first value that is above a given threshold
- C'_i = first C_i above threshold := j
- $A'_i = A_j$
- -> Isosurface rendering

C: Color

A: Transparency/Alpha

Prime: Accumulated

Non-prime: Current value

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