

Texture map resolution $\mathcal{T} \times \mathcal{T}$

a. Ray-Gaussian Intersection c. Texture Mapping and Color/Alpha (Eq. 5) Computation (Eq. 7, 8)

 $\mathbf{c}^{\text{final}}(\mathbf{p}) = \sum_{i=1}^{K} \mathbf{c}_i(\mathbf{p}) \alpha_i(\mathbf{p}) \prod_{j=1}^{i-1} (1 - \alpha_j(\mathbf{p}))$ d. Generalized Gaussian Appearance Model (Eq. 9)

Alpha composition