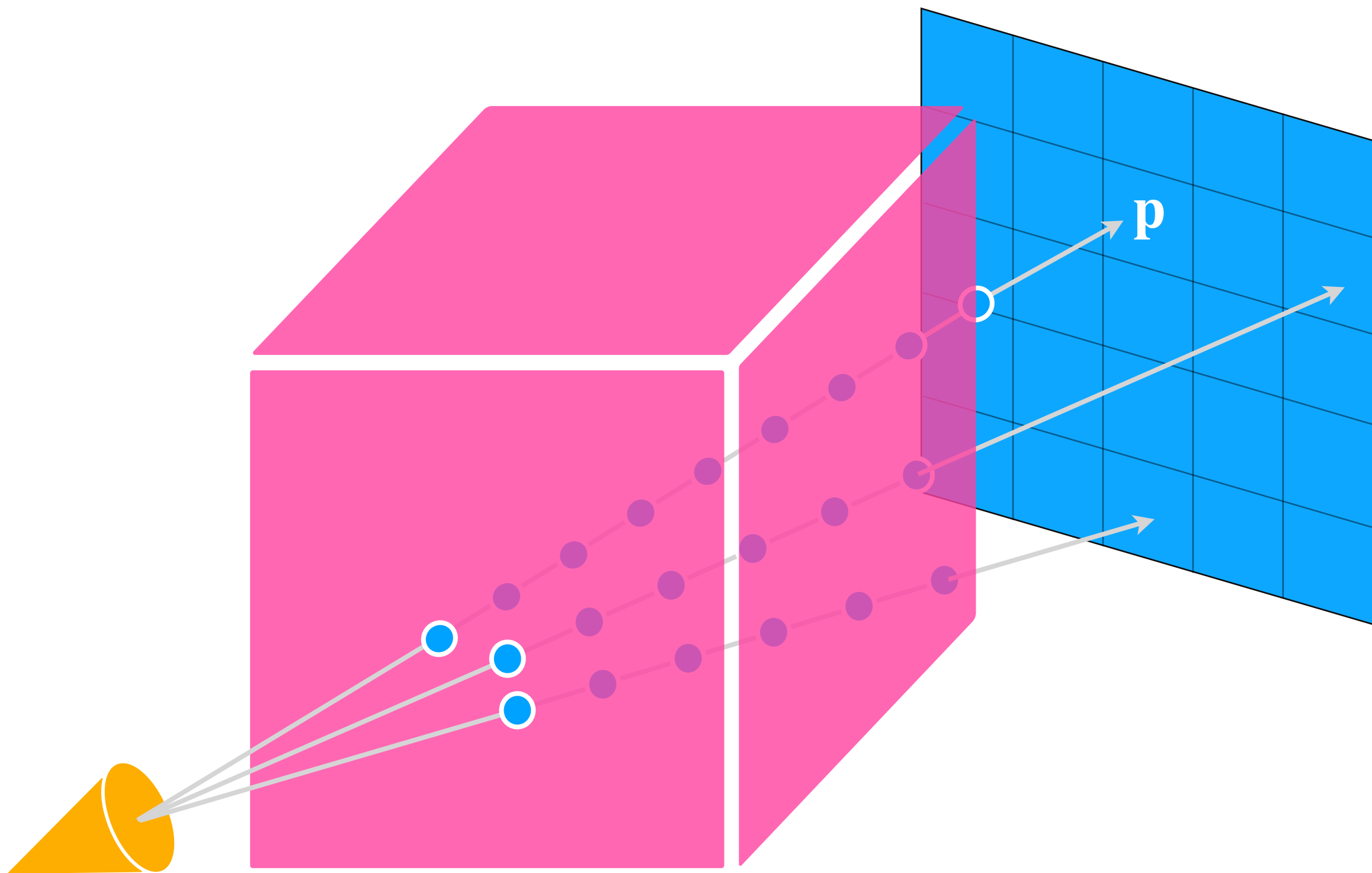


Projector Geometry

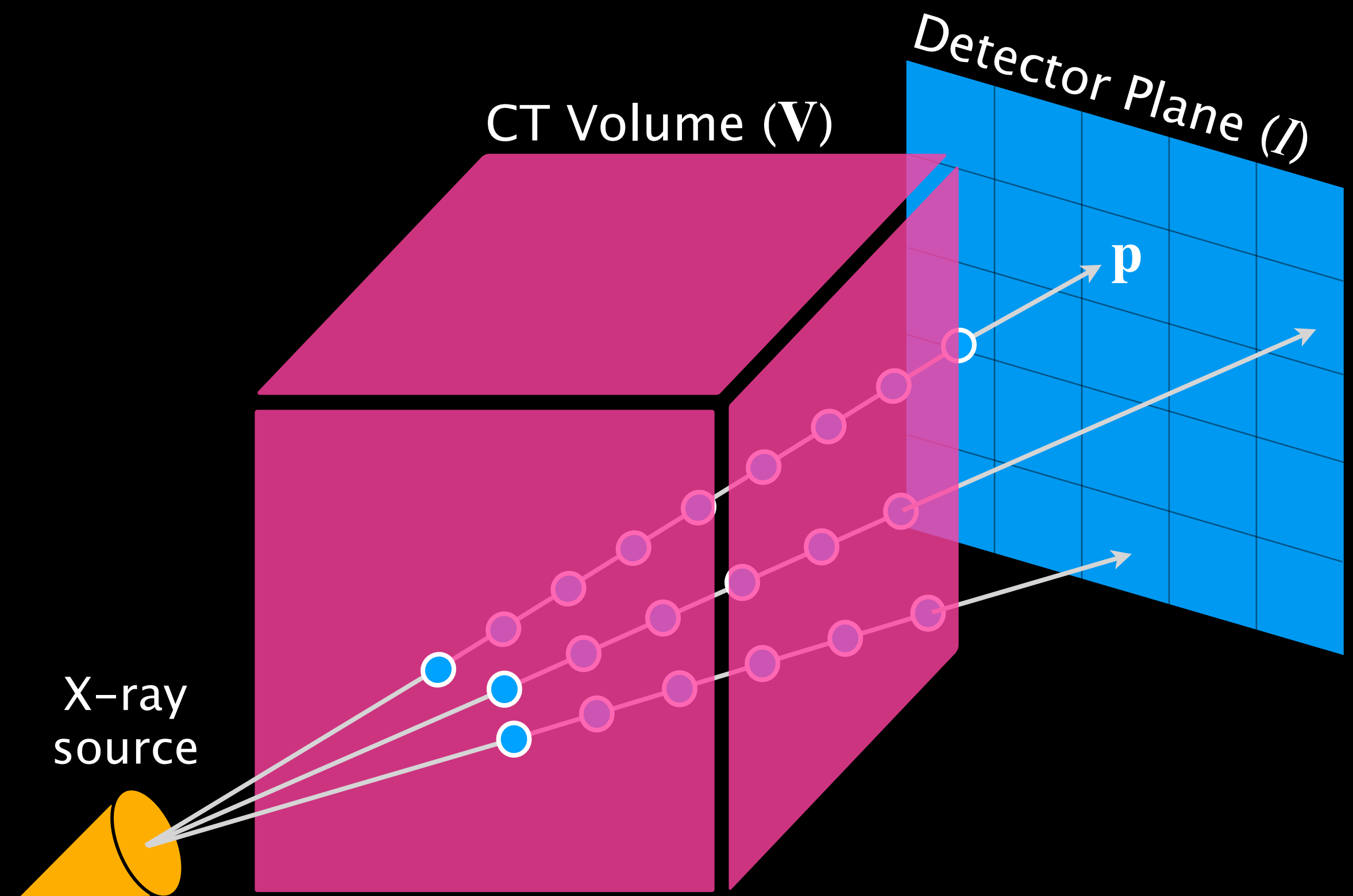


Projector Geometry

6DoF DRR synthesis

- Rotational parameters
 - θ (azimuthal)
 - φ (polar)
 - γ (yaw)
- Translational parameters
 - b_x
 - b_y
 - b_z

$$\text{DRR}_{\theta, \varphi, \gamma, b_x, b_y, b_z} : \mathbf{V} \mapsto I$$



Siddon's Method

Convert ray to pixel intensity