

# VOREEN

## VOLUME RENDERING ENGINE

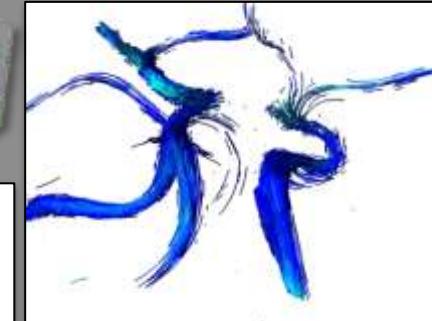
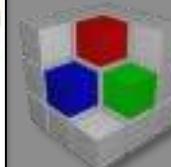
Timo Ropinski, Jörg-Stefan Praßni

V 2.6

These slides are available at  
[www.voreen.org/420-Tutorial-Slides.html](http://www.voreen.org/420-Tutorial-Slides.html)

# Outline

- About Voreen
- Obtaining Voreen
- Conceptual overview
- Project structure
- Extending Voreen
- Visual debugging
- Customizing applications
- Additional features
- Outlook
- Where to go from here

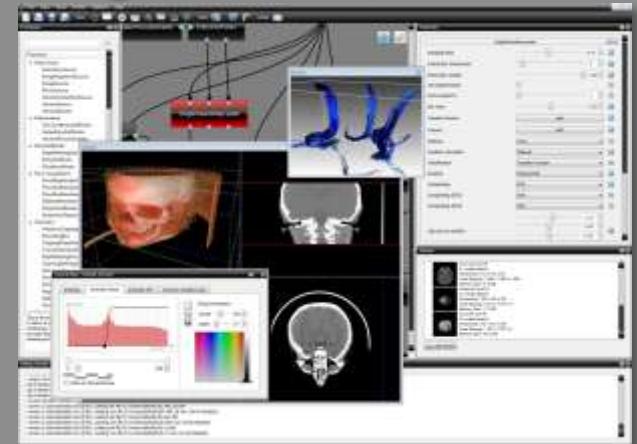


# ABOUT VOREEN

What it is, and what it isn't

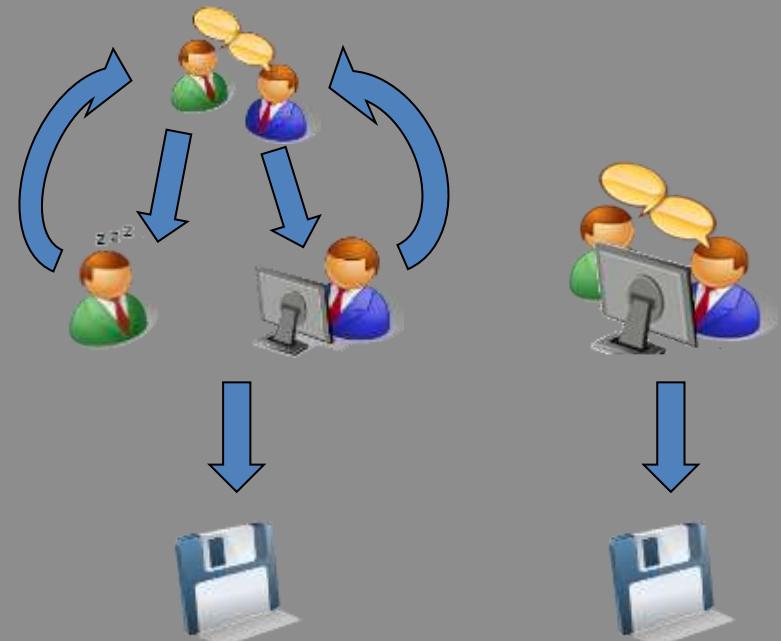
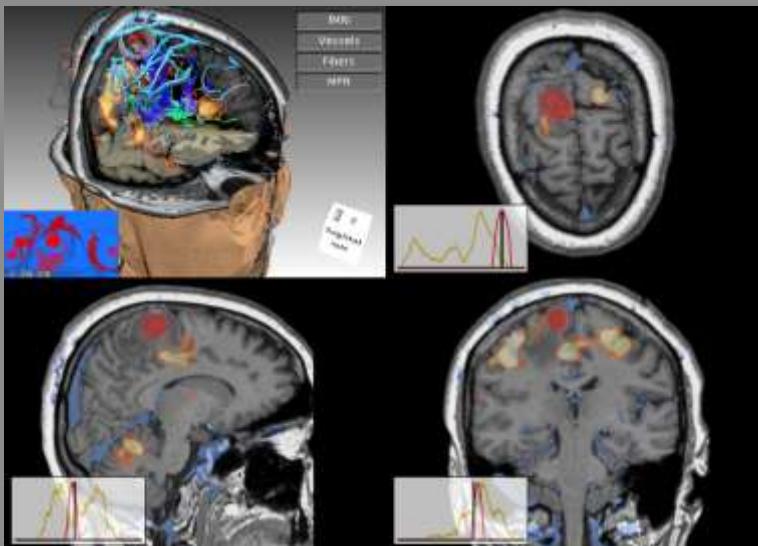
# About Voreen

- Volume visualization research platform with a focus on rendering/visualization, some preprocessing capabilities
  - Processors can be reused as functional entities by exploiting the data-flow metaphor
  - Integrates not only volume data (e.g., fibers, geometry, flow data...)
  - Open source
  - Exploits GLSL, OpenCL, CUDA
  - Platform independent (Windows, Linux & Mac OS X)



# Collaborating with Domain Experts

- ❖ Insightful visualizations can only be generated collaboratively
- ❖ Challenging for domain experts and computer scientist



The shown dataset is courtesy of Prof. B. Terwey, Klinikum Mitte, Bremen, Germany.

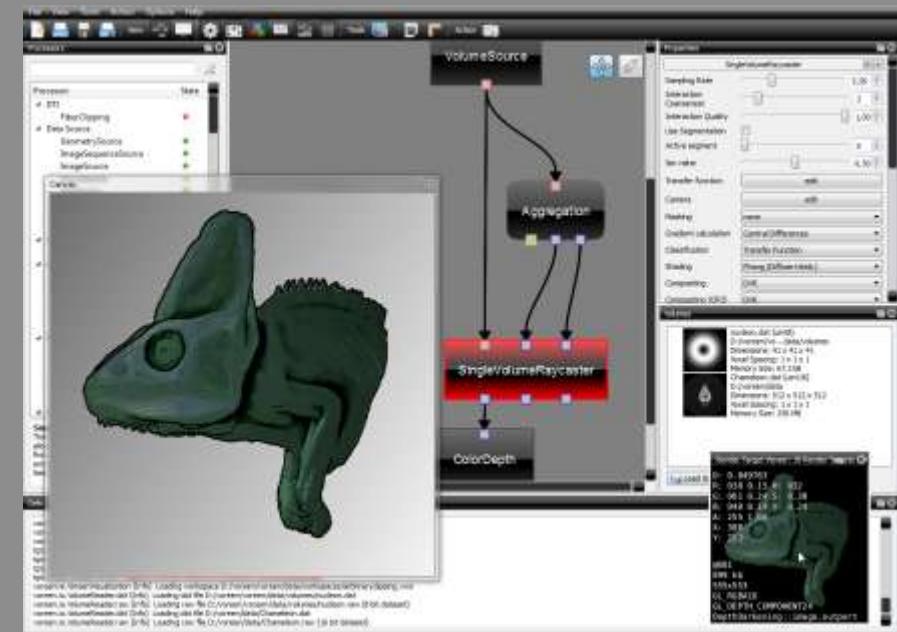
# Multi-Level Visual Programming

Exploit data-flow networks for visual prototyping of interactive visualizations

- High level through abstraction
- Reusability

Grant access to low-level GPU features

- Support shader programming
- Allow optimization



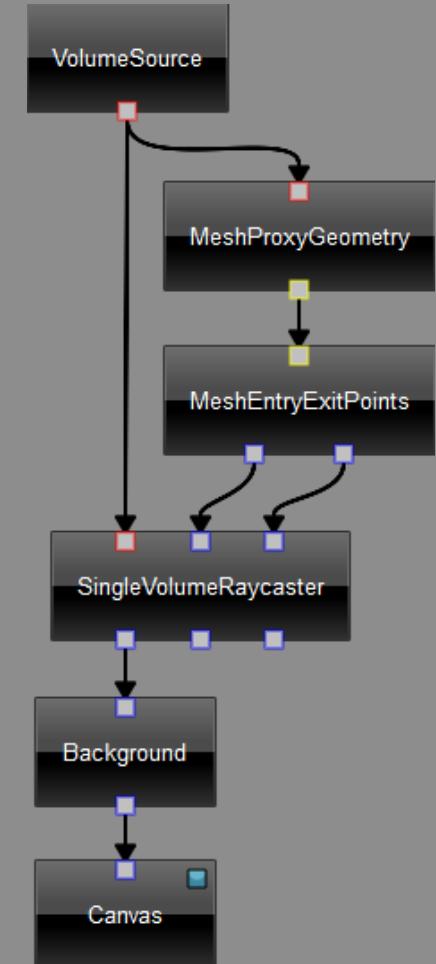
# Voreen - Volume Rendering Engine

## Data-flow concept

- Processors
- Communication via ports
  - Color depicts type  
(e.g., volume, image, geometry, ...)
- Properties specify processor behavior

## Central evaluator

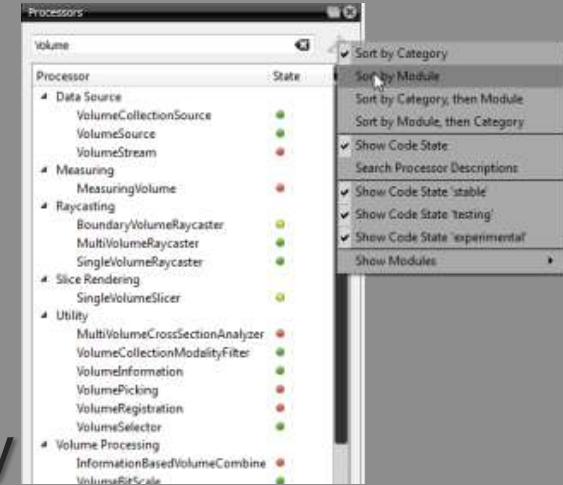
- Determines evaluation order
- Manages resources



# Using Voreen

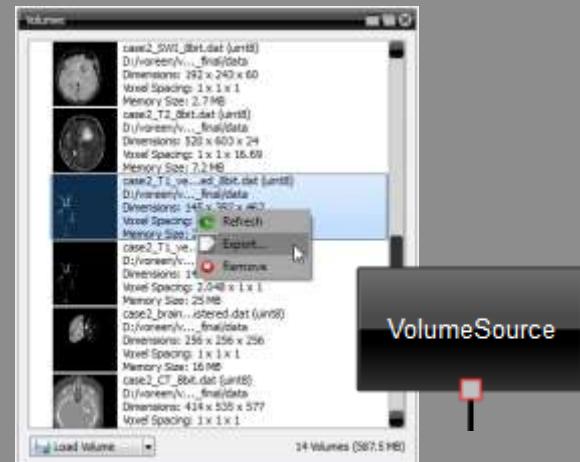
## Reusing processors

- Processors are organized in processor list
- List can be searched and sorted by type, module, etc..
- State flag depicts processors stability (•=broken, •=testing, •=stable)



## Managing volume data

- Volume data is stored in volume container
- Brought into the network with *VolumeSource* processors

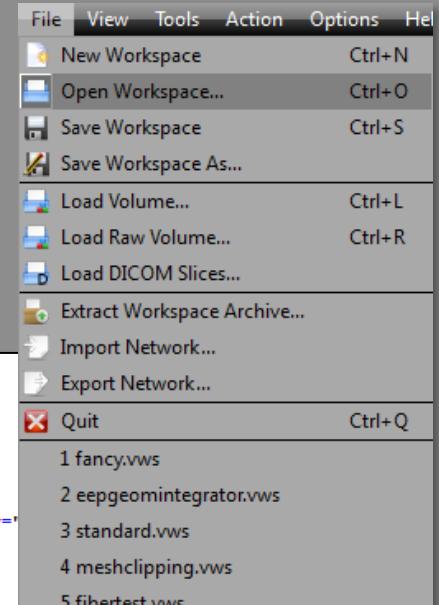


# Workspaces

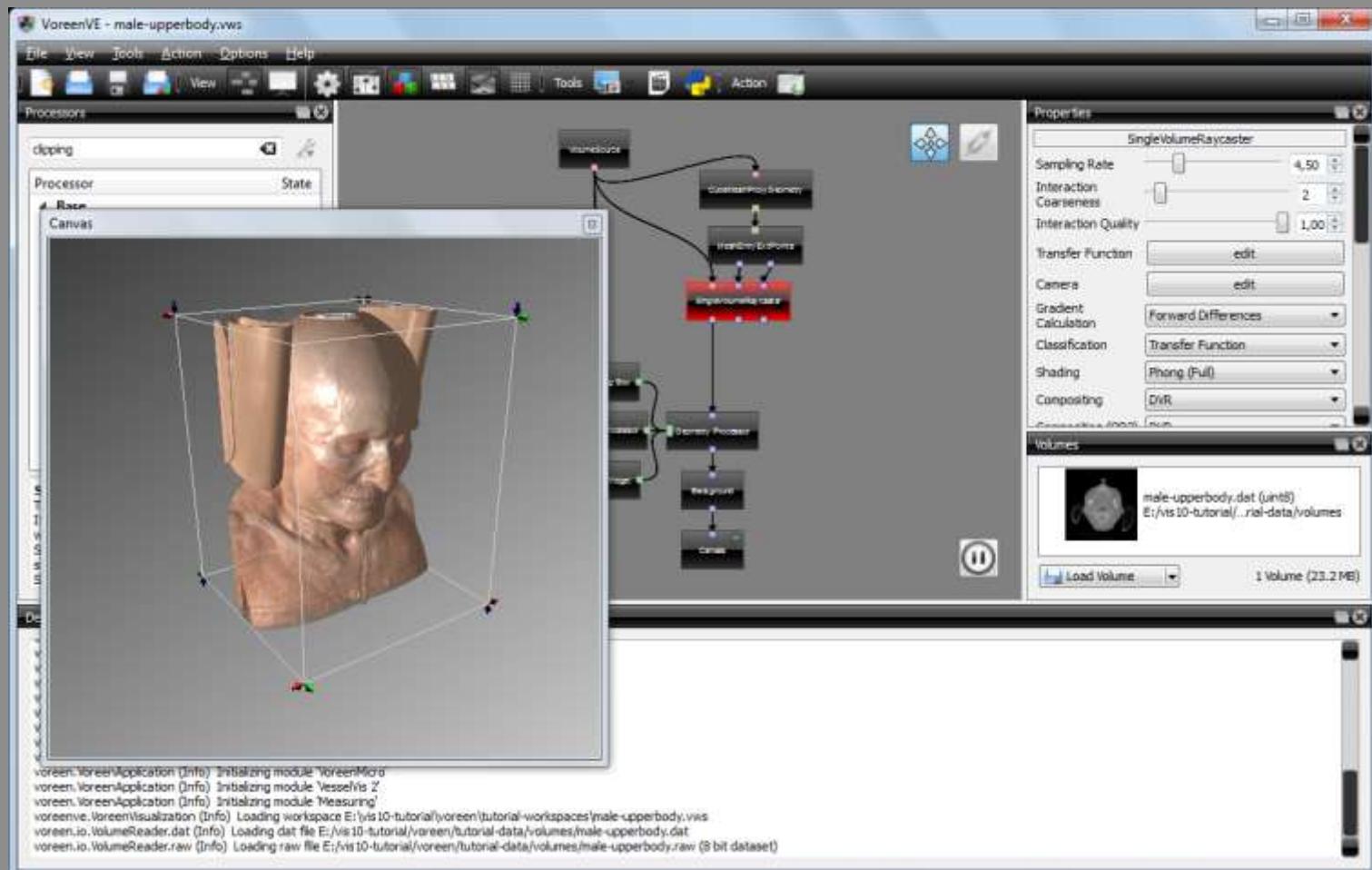
- The current session is serialized within the XML-based Voreen workspace format .vws

- Network topology
- Property states
- Processor layout
- Loaded volumes
- ...

```
<Processor type="MeshEntryExitPoints" name="MeshEntryExitPoints" id="ref8">
    <MetaData>
        <MetaItem name="ProcessorGraphicsItem" type="PositionMetaData" x="-205" y="-174" />
    </MetaData>
    <Properties>
        <Property name="camera" adjustProjectionToViewport="true" id="ref16">
            <MetaData>
                <MetaItem name="EditorWindow" type="WindowStateMetaData" visible="false" x="-955" y="100" />
            </MetaData>
            <position x="-3.16516089" y="1.88449895" z="2.34805989" />
            <focus x="-0.14060999" y="-0.205892" z="0.00218" />
            <upVector x="0.3551189" y="0.87701076" z="-0.3236399" />
        </Property>
        <Property name="filterJitterTexture" value="true" />
        <Property name="jitterEntryPoints" value="false" />
        <Property name="jitterStepLength" value="0.005" />
        <Property name="supportCameraInsideVolume" value="true" />
        <Property name="useFloatRenderTargets" value="false" />
    </Properties>
</Processor>
```



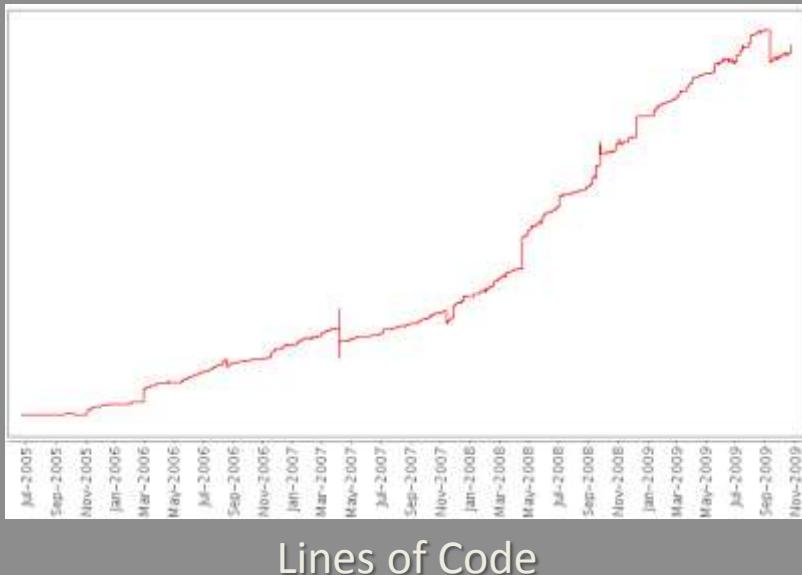
# Demonstration



# Voreen - Stats

Developers: ~13 full- and part-time

Lines of Code: 206.115+



Competitive Performance

Table 7: Comparison between CUDA and fragment-shader ray-casting. Voreen was adapted as the fragment-shader implementation.

| Dataset               | ds1   | ds3  | ds2   | ds4  |
|-----------------------|-------|------|-------|------|
| CUDA (FPS)            | 19.61 | 2.75 | 8.75  | 1.45 |
| Fragment-shader (FPS) | 22.56 | 3.08 | 10.76 | 1.83 |

We see that the Voreen fragment shader is 1.12x to 1.26x faster than our CUDA implementation, which is comparable to the observations made by Mensmann et al. We believe this is largely due to taking advantage of hardware rasterization to perform empty space skipping [15], which is not an option for our CUDA implementation. As the result, for datasets with many empty voxels (Table 3), such as ds2 and ds4, Voreen achieves speedups of 1.23x and 1.28x, respectively, over our CUDA implementation. For datasets with few empty voxels, such as ds1 and ds3, a significant portion of the execution time is spent in gradient computation. As a result, Voreen achieves smaller speedups of 1.12x and 1.15x, respectively. Overall, we see both CUDA and fragment-shader implementations of ray-casting are comparable in performance.

## 7 CONCLUSIONS

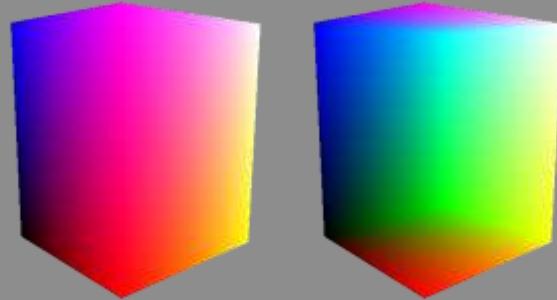
This paper maps and evaluates performance of volume rendering application on three modern parallel architectures: Intel Nehalem, Nvidia GTX280 and Intel Larrabee. Overall our parallel implementation of ray-casting delivers close to 5.8x speed-up on quad-core Nehalem over an optimized scalar baseline version running on a single core Harpertown. This enables us to render a large dataset in 2.5 seconds. In comparison, we achieve 7.5x speed-up on Nvidia GTX280 over the scalar baseline. Our detailed performance simulation shows that Voreen achieves around 10x speed-up over single-threaded rendering, and up to 20x between 1.5x higher.

[Smelyanskiy et al., IEEE Vis 2009]

# Technical Aspects

>Main renderer:

OpenGL/GLSL volume ray-casting



- Support for several volume file formats  
(RAW, DICOM, TIFF-stacks, PVM, Philips 3D US, NRRD, vevo, ...)
- Few external dependencies:  
GUI optional (Qt / GLUT / MFC)

# OBTAINING VOREEN

Downloading prebuilds and accessing the SVN

# Obtaining Voreen

## Binary distributions

- Windows (ZIP or installer),  
Mac OS X (DMG)

## Source distribution

- Windows, Mac OS X, Linux
- ZIP source packages

## Public SVN access

- protocol: *http*
- server: *svn.voreen.org*
- path: *public/voreen-snapshot*
- e.g.:

```
svn co http://svn.voreen.org/public/voreen-snapshot
```

## Downloads

### Binary Distributions

#### Voreen 2.5 Windows Installer (2010-07-14)

Windows version (XP/Vista/7) of the VoreenVE visualization environment including external libraries. The installer does require administrator privileges.

 [voreenve-2.5-installer.exe](#) (18 MB)

#### Voreen 2.5 Windows Archive (2010-07-14)

ZIP archive containing a ready-to-run VoreenVE application for Windows XP/Vista/7 including external libraries.

 [voreenve-2.5.zip](#) (18 MB)

#### Voreen 2.5 Mac Application Bundle (2010-07-14)

Mac version (Intel) of the VoreenVE visualization environment.

 [voreenve-2.5.dmg](#) (36 MB)

[[www.voreen.org](http://www.voreen.org)]

# Building Voreen

## Obtain and install Qt

## Using Microsoft Visual Studio

1. Copy `config-default.txt` to `config.txt`
2. Adapt `qmake-default.bat`:  
set `qmake` path (line 3), set Visual Studio version (line 6/7)
3. Execute `qmake-default.bat`
4. Add Voreen projects into one solution (File->Add->Existing project)  
`src/core/voreen_core.vcproj`  
`src/qt/voreen_qt.vcproj`  
`apps/voreenve/voreenve.vcproj`
5. Set `voreenve` as startup project and set the dependencies  
(`voreenve` depends on `voreen_core` and `voreen_qt`)
6. Copy necessary DLLs from `voreen/ext` to `apps/voreenve`
7. Compile and run

Detailed build instructions available at

[www.voreen.org](http://www.voreen.org)

# CONCEPTUAL OVERVIEW

Processors, ports and properties

# Processors, Ports and Properties

## Processors

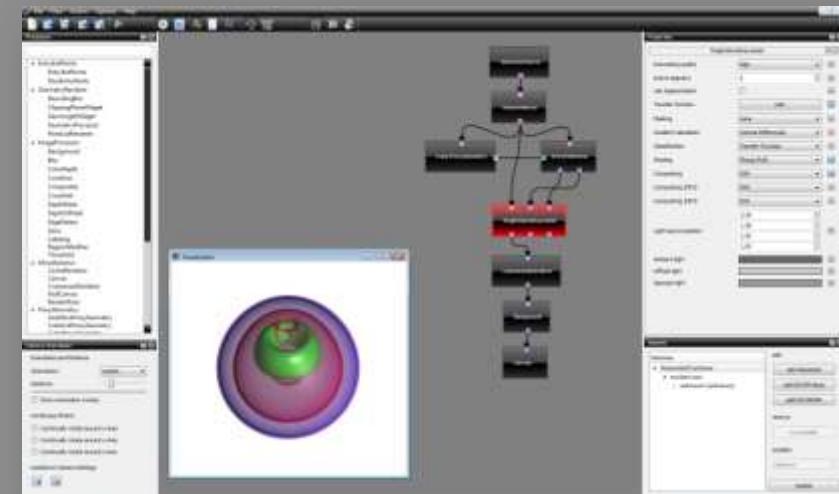
- Do all the work (`process()` method)

## Ports

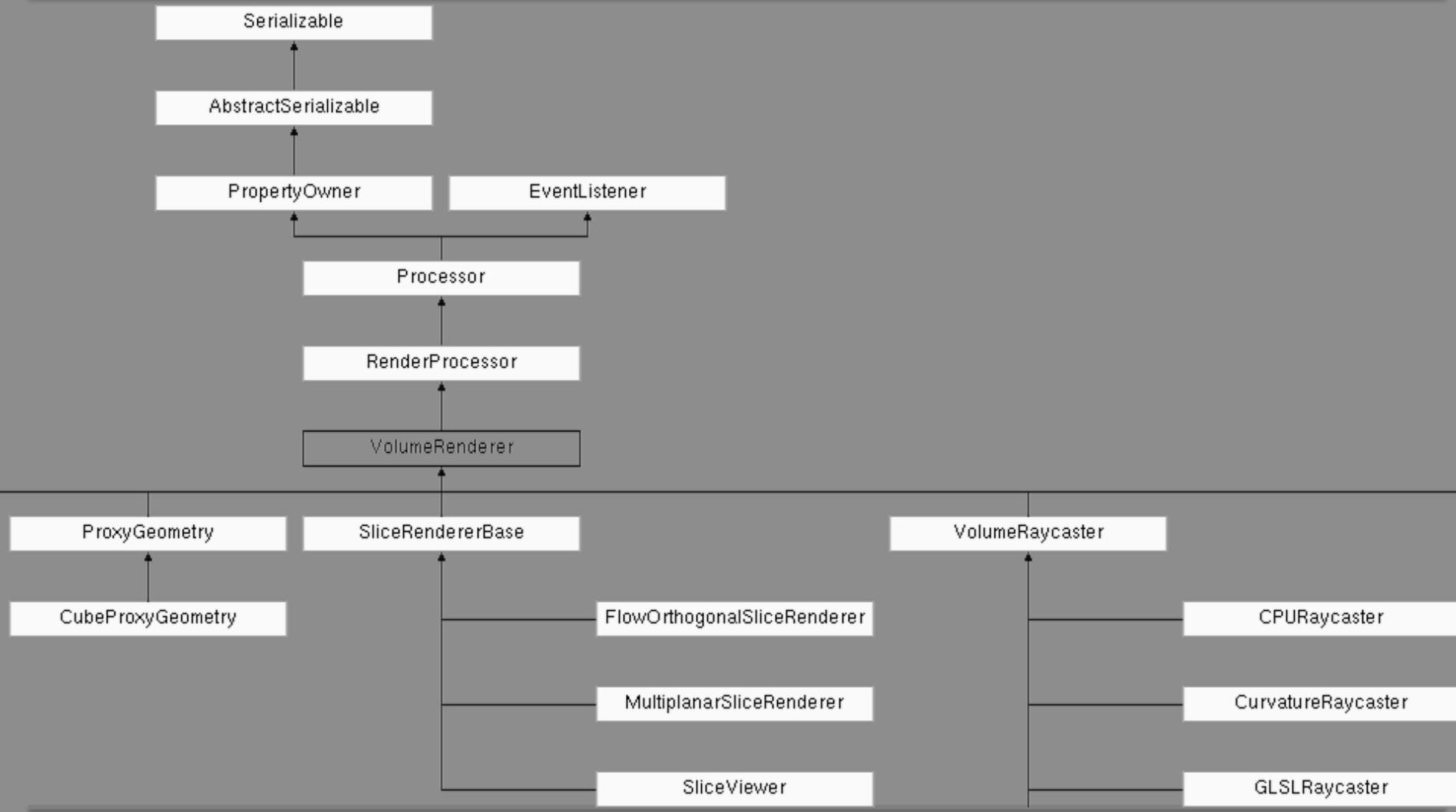
- Are used to transfer data between processors
- Different types (volume, image, geometry)
- Imports vs. outports

## Properties

- Parameterize a processor
- Can be linked
- Can be animated



# Processors



# Processors

- Processors are described by their category, class name and the module they belong to
- Code state and processor info provide stability remarks and a brief functionality description

The screenshot shows the voreen software interface. On the left, there is a tree view of processors categorized by volume type (Volume, Processor, Measurement, Raycasting, Slice Rendering, Utility, Volume Processing) and specific processor names like VolumeCollectionSource, VolumeSource, VolumeStream, etc. A context menu is open over one of the processors, with options like 'Sort by Category', 'Sort by Module', 'Show Code State', and others. To the right of the menu, a code editor displays the source code for a TestProcessor class. The code includes virtual functions for getting category, class name, module name, code state, processor info, and creating instances, along with a process method and protected members. A red box highlights the virtual function definitions. Below the code editor, a small preview window shows a dark interface with the text 'TestProcessor'.

```
class TestProcessor : public RenderProcessor {
public:
    TestProcessor();

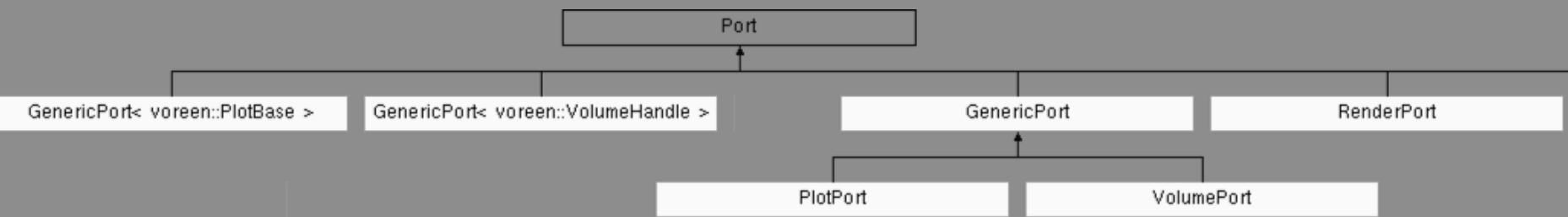
    virtual std::string getCategory() const { return "Test Processing"; }
    virtual std::string getClassName() const { return "Test Processor"; }
    virtual std::string getModuleName() const { return "test"; }
    virtual Processor::CodeState getCodeState() const { return CODE_STATE_STABLE; }
    virtual std::string getProcessorInfo() const;
    virtual Processor* create() const { return new TestProcessor(); }

protected:

    RenderPort import_;
    RenderPort outport_;
};
```

# Ports

---

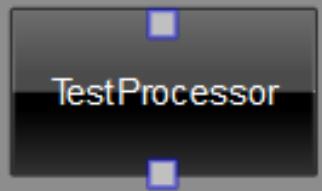


# Ports



## Initializing ports

```
TestProcessor::TestProcessor()
    : RenderProcessor(),
    inport_(Port::IMPORT, "inport"),
    outport_(Port::EXPORT, "outport")
{
    addPort(inport_);
    addPort(outport_);
}
```



## Using ports

```
void TestProcessor::process() {
    // activate and clear output render target
    outport_.activateTarget();
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);

    // bind color texture incoming through inport_
    tgt_.TextureUnit texUnit0;
    inport_.bindColorTexture(texUnit0.getEnum());
```

# Realizing new Port Types

```
#include "voreen/core/ports/genericport.h"

namespace voreen {

    struct FiberLine {
        //start and end indices:
        size_t start_;
        size_t end_;

        float length_;
        bool visible_;
        int segmentId_;

        FiberLine() : start_(0), end_(0), length_(0.0f), visible_(true) {}
    };

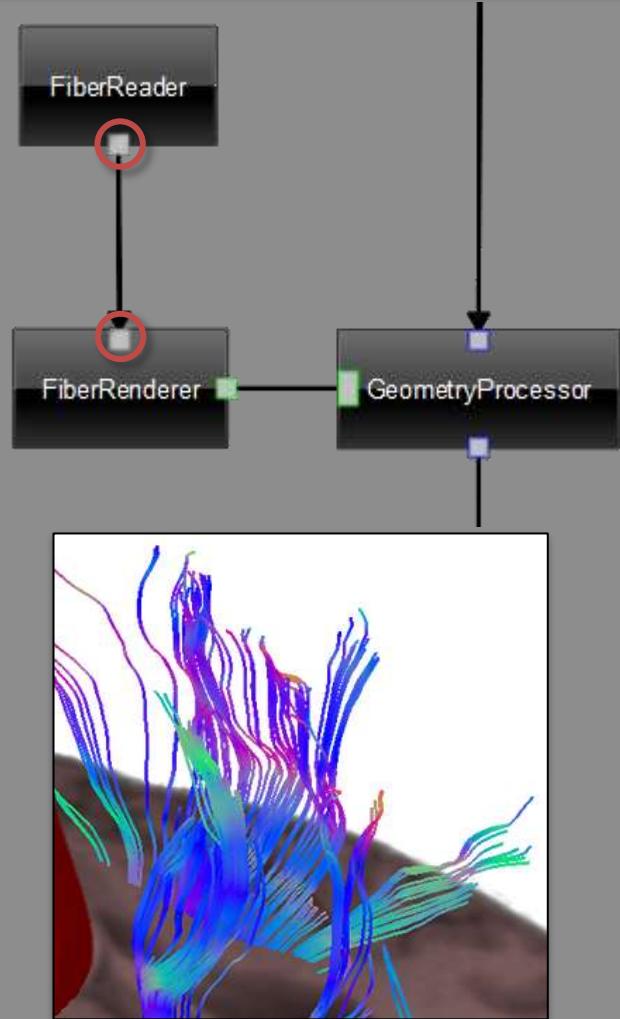
    struct Fibers {
        std::vector<FiberLine> lines_;

        std::vector<tgt::vec3> points_;
        std::vector<float> uncertainties_;

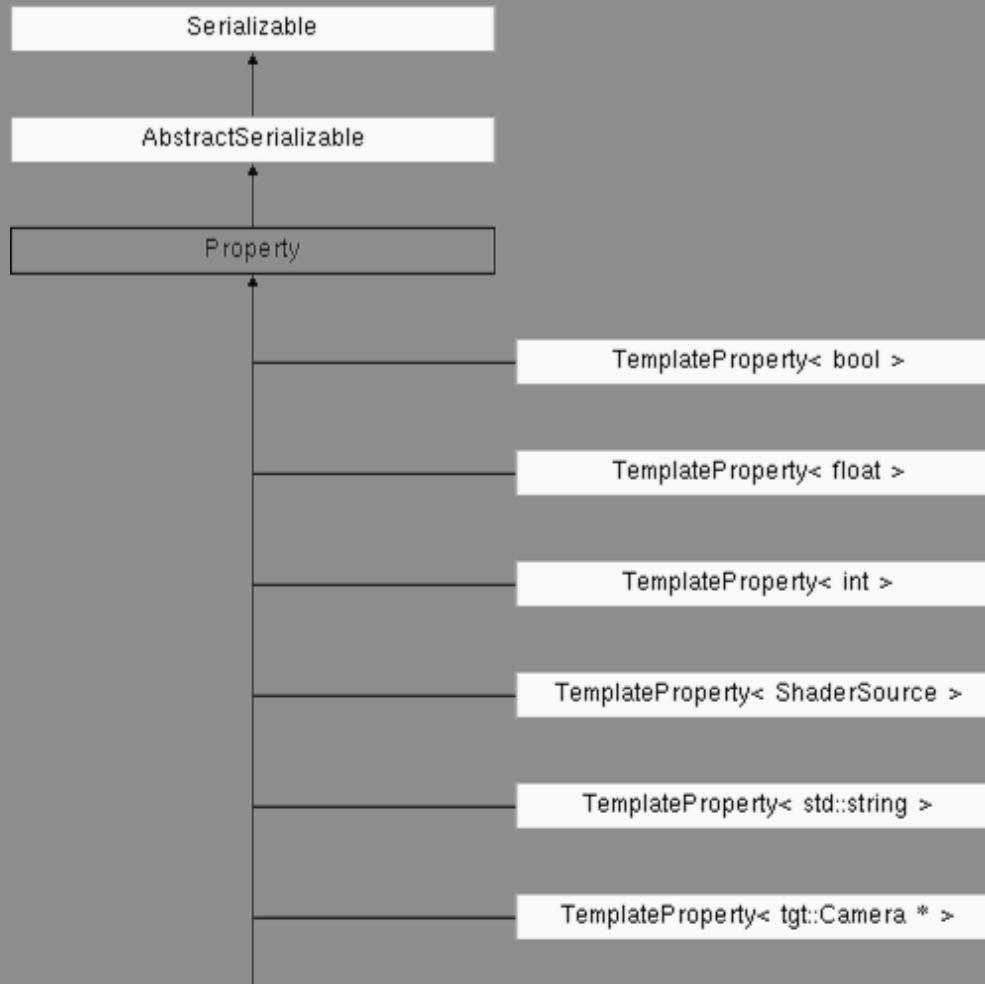
        void updateLength() {
            for(size_t i=0; i<lines_.size(); i++) {
                lines_[i].length_ = 0.0f;
                for(size_t j=lines_[i].start_; j<lines_[i].end_; j++)
                    lines_[i].length_ += distance(points_[j], points_[j+1]);
            }
        }
        size_t size() { return lines_.size(); }
    };

    typedef GenericPort<Fibers> FiberPort;

} // namespace voreen
```



# Properties



# Adding Properties

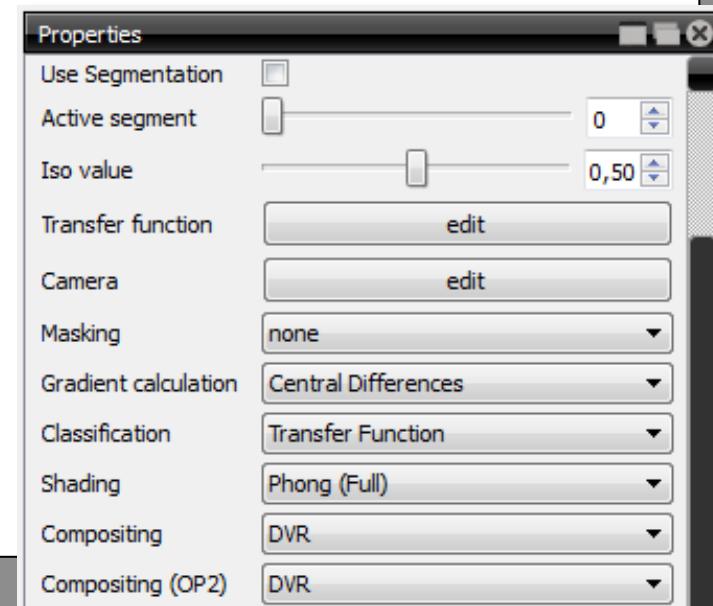
```
SingleVolumeRaycaster::SingleVolumeRaycaster()
: VolumeRaycaster()
, transferFunc_("transferFunction", "Transfer function")
, camera_("camera", "Camera", new tgt::Camera(vec3(0.f, 0.f, 3.5f), vec3(0.f, 0.f, 0.f), vec3(0.f, 1.f, 0.f)))
, compositingMode1_("compositing1", "Compositing (OP2)", Processor::INVALID_PROGRAM)
, compositingMode2_("compositing2", "Compositing (OP3)", Processor::INVALID_PROGRAM)
, volumeImport_(Port::INPORT, "volumehandle.volumehandle", false, Processor::INVALID_PROGRAM)
, entryPort_(Port::INPORT, "image.entrypoints")
, exitPort_(Port::INPORT, "image.exitpoints")
, outport_(Port::OUTPORT, "image.output", true, Processor::INVALID_PROGRAM)
, outport1_(Port::OUTPORT, "image.output1", true, Processor::INVALID_PROGRAM)
, outport2_(Port::OUTPORT, "image.output2", true, Processor::INVALID_PROGRAM)
{
    addProperty(useSegmentation_);
    addProperty(segment_);
    addProperty(isoValue_);

    addProperty(transferFunc_);
    addProperty(camera_);

    addProperty(maskingMode_);
    addProperty(gradientMode_);
    addProperty(classificationMode_);
    addProperty(shadeMode_);
    addProperty(compositingMode_);

    compositingMode1_.addOption("dvr", "DVR");
    compositingMode1_.addOption("mip", "MIP");
    compositingMode1_.addOption("iso", "ISO");
    compositingMode1_.addOption("fhp", "FHP");
    compositingMode1_.addOption("fhn", "FHN");
    addProperty(compositingMode1_);

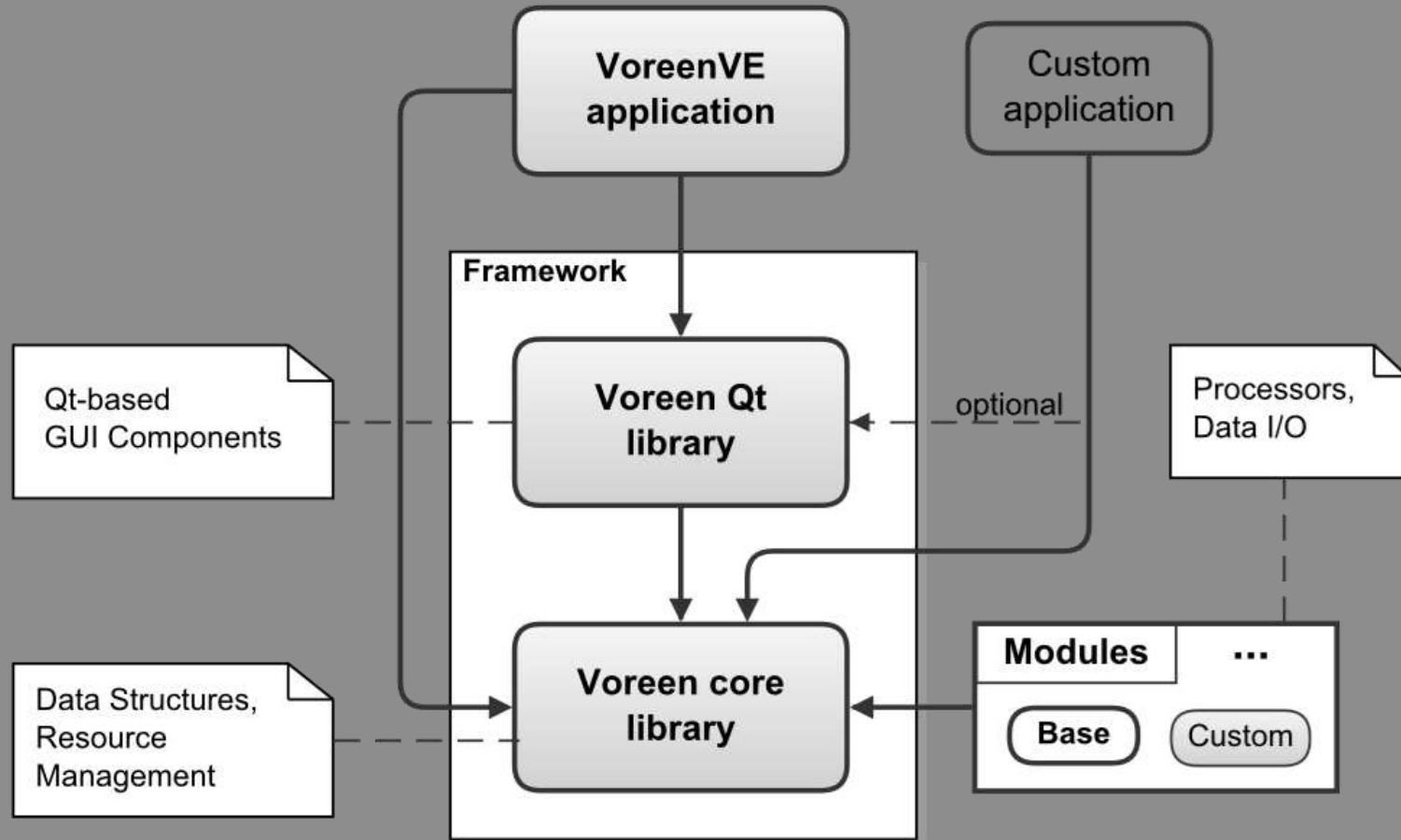
    raycastPrg_>setUniform("isoValue_", isoValue_.get());
}
```



# PROJECT STRUCTURE

Framework and modules

# Voreen Architecture



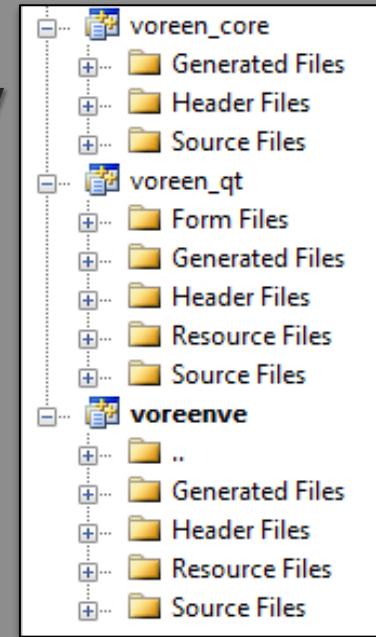
# Framework

## Voreen core library

- Ports, Properties
- Processor base classes
  - `Processor`, `VolumeRenderer`, `ImageProcessor`, ...
- Data structures
  - Data-flow network, volumes, images, geometry
- Network handling
- Minimal dependencies:  
OpenGL, GLEW, TinyXML

## Voreen Qt library

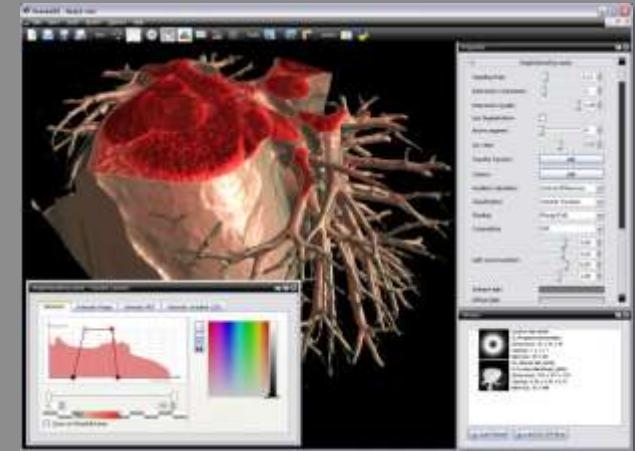
- Property widgets
- Processor widgets



# VoreenVE Application

## ■ Rapid prototyping environment

- Graphical network editor
- Auto-generated property widgets (Voreen Qt library)
- Visual debugging
  - Inspection of intermediate rendering results
- Runtime shader editing

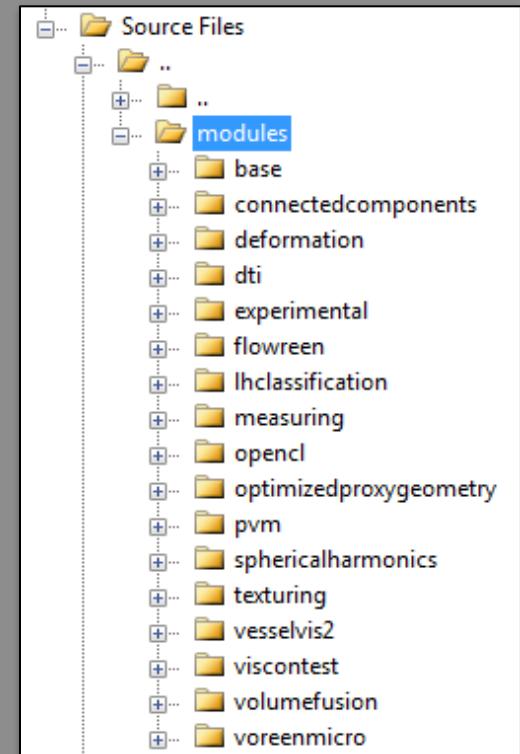


## ■ Application mode for domain experts

- Hides the underlying network
- Visibility of single properties can be configured

# Modules

- Recommended way to extend Voreen
- Encapsulate rendering and data processing functionality
  - Processors
  - Data readers and writers
- Are included/excluded from the build process by a single line in `config.txt`
- May contain external libraries



# Important Modules

## Base

- Basic rendering and data processing functionality
- Volume and geometry renderers
- Image and volume processors
- Volume I/O

## DICOM

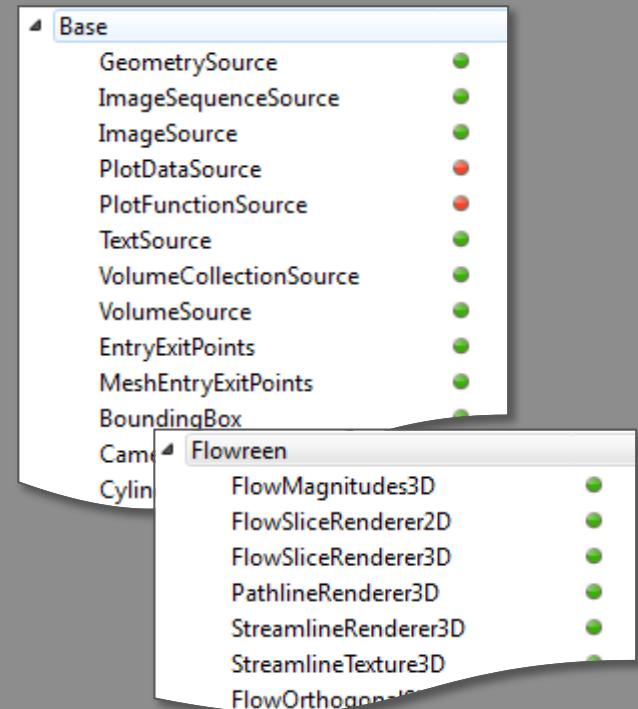
- DICOM volume reader and writer
- Requires DCMTK

## Flowreen

- Flow visualization

## Python

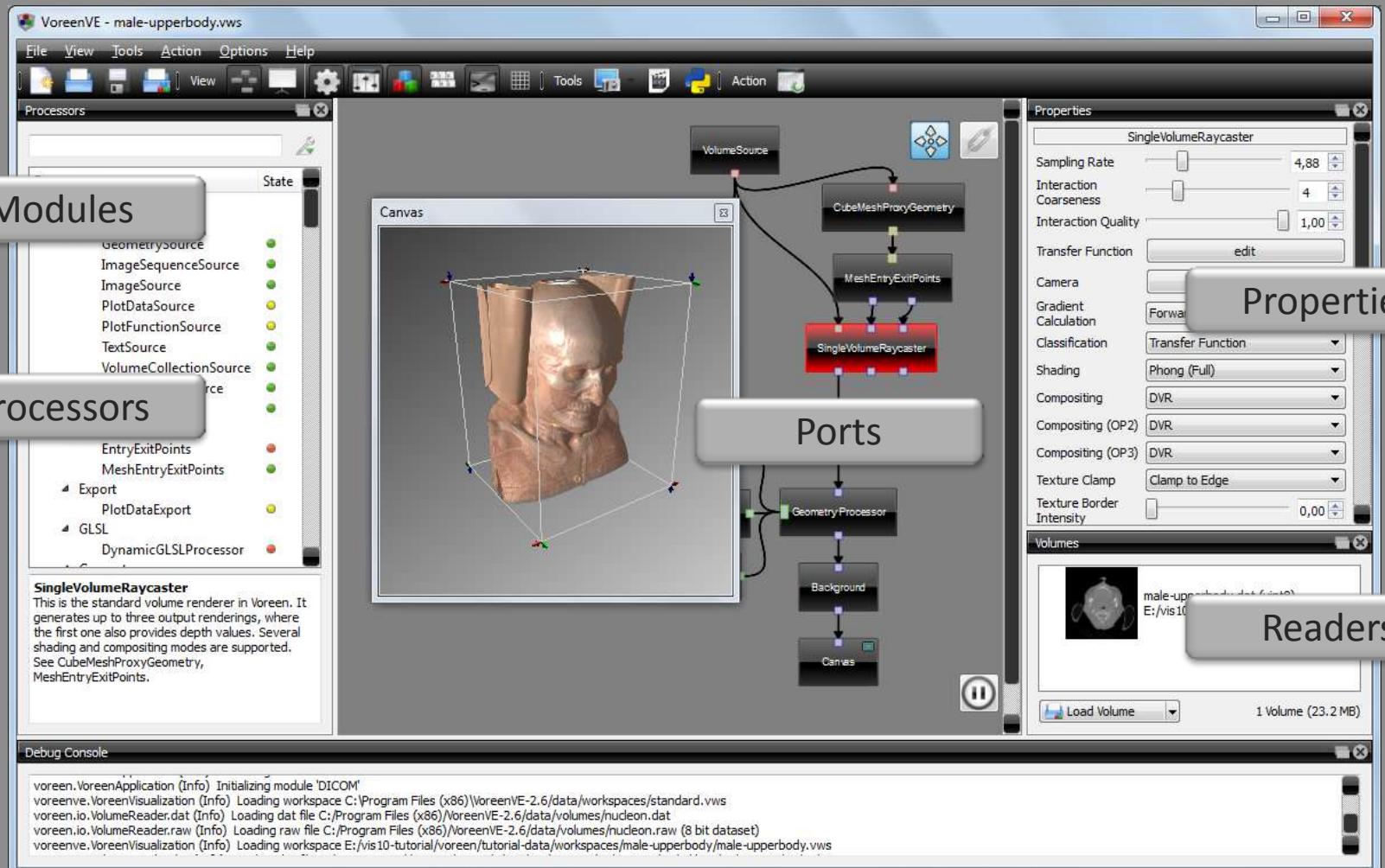
- Scripting



# EXTENDING VOREEN

Adding modules and processors

# What Can Be Customized



# Module Structure

## Location

- Source files: `src/modules/<modulename>/`
- Headers: `include/voreen/modules/<modulename>/`

## Project files

- Integrate code files and libraries into build process
- Located in module's source directory

## Module class

- Registers resources at runtime
- Adds shader search paths
- Derived from `VoreenModule`



# Module Recipe

---

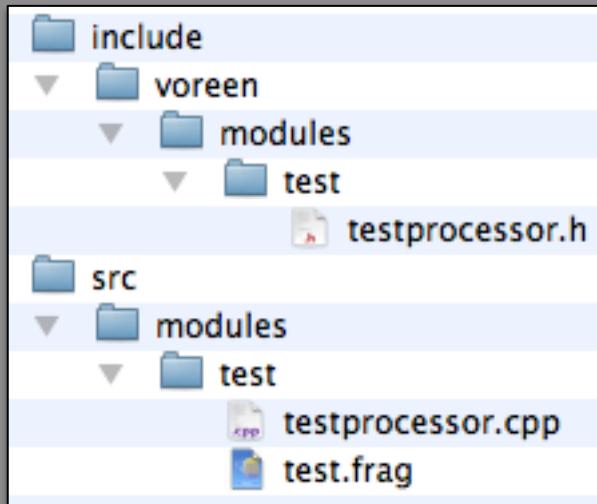
1. Create module directories
  - Place code, header and shader files there
2. Write module class
  - Instantiate and register module processors
  - Add shader search path
3. Create module project files
  - Specify class name and filenames of module class
  - Reference code, header and shader files
4. Activate module
  - Add `VRN_MODULES += <module>` to `config.txt`

# Example: *TestModule*

• We add a module named *TestModule*

- Processor **TestProcessor**
- Shader file **test.frag**

• 1. Create module directories



The *TestModule* archive  
can be downloaded at

[www.voreen.org/files/testmodule.zip](http://www.voreen.org/files/testmodule.zip)

## 2. Write Module Class

include/voreen/modules/  
test/testmodule.h

```
#ifndef VRN_TESTMODULE_H
#define VRN_TESTMODULE_H

#include "voreen/core/voreenmodule.h"

namespace voreen {

class TestModule : public VoreenModule {

public:
    TestModule();

    std::string getDescription() const {
        return "My first test module.";
    }
};

} // namespace

#endif // VRN_TESTMODULE_H
```

src/modules/  
test/testmodule.cpp

```
#include "voreen/modules/test/testmodule.h"
#include "voreen/modules/test/testprocessor.h"

namespace voreen {

TestModule::TestModule()
    : VoreenModule()
{
    // module name
    setName("Test");

    // each module processor has to be registered
    addProcessor(new TestProcessor());

    // adds <VOREEN_ROOT>/src/modules/test
    // to the shader search path
    addShaderPath(getModulesPath("test"));
}

} // namespace
```

# 3. Create Module Project Files

## `include/voreen/modules/test/test_common.pri`

```
# module availability macro
DEFINES += VRN_MODULE_TEST

# name of the module class
VRN_MODULE_CLASSES += TestModule

# module class header and source file. Paths are relative to
# module base directories 'include/voreen/modules' and 'src/modules', resp.
VRN_MODULE_CLASS_HEADERS += test/testmodule.h
VRN_MODULE_CLASS_SOURCES += test/testmodule.cpp
```

## `include/voreen/modules/test/test_core.pri`

```
# processor headers
HEADERS += $$({VRN_MODULE_INC_DIR})/test/testprocessor.h

# processor sources
SOURCES += $$({VRN_MODULE_SRC_DIR})/test/testprocessor.cpp

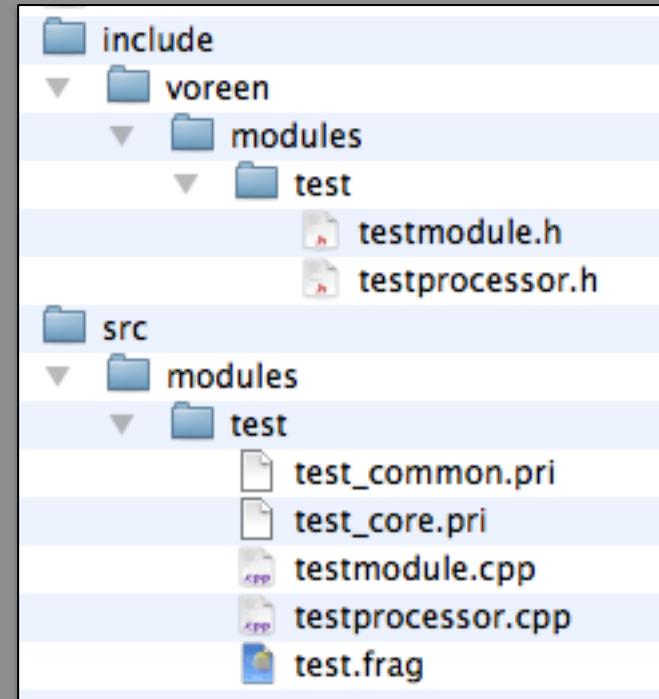
# shaders
SHADER_SOURCES += $$({VRN_MODULE_SRC_DIR})/test/test.frag
```

# 4. Activate Module

config.txt

```
...  
VRN_MODULES += test  
...
```

→ Rebuild Project



# Shader Handling in Voreen

---

## **tgt::Shader**

- Represents an OpenGL shader program
- Contains vertex, fragment and/or geometry shaders
- Methods for passing uniforms and attributes
- C-like `#include` mechanism
- Headers for adding generated code at runtime,  
e.g., preprocessor defines

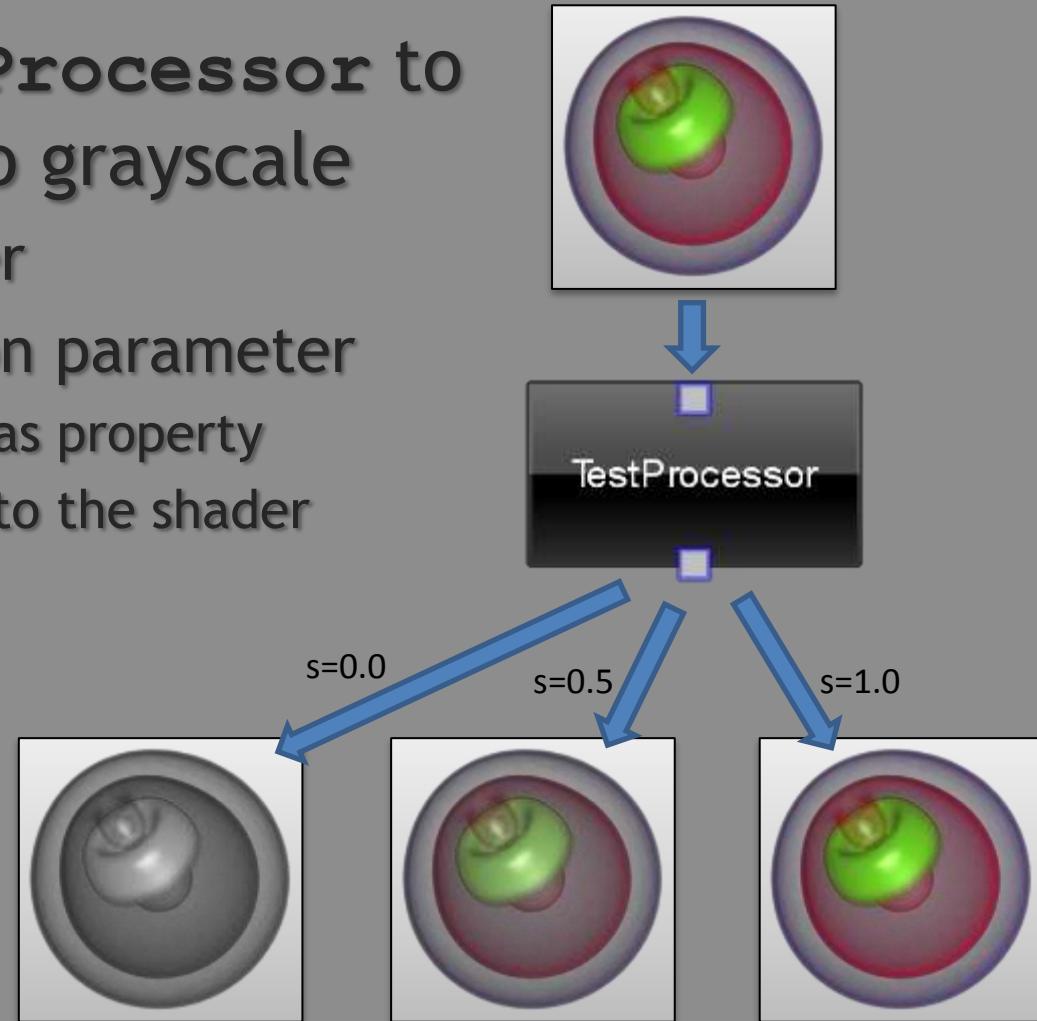
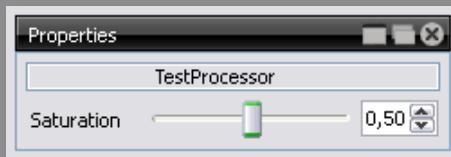
## **tgt::ShaderManager**

- Convenient loading of shaders from file
- Shader search path
- Singleton: accessible via define `ShdrMgr`

# Example: Image Processor

We want our **TestProcessor** to convert an image to grayscale

- Use fragment shader
- Additional saturation parameter
  - To be implemented as property
  - Needs to be passed to the shader



# Header and Constructor

## Header

```
#include "voreen/core/processors/renderprocessor.h"
#include "voreen/core/properties/floatproperty.h"
#include "tgt/shadermanager.h"

class TestProcessor : public RenderProcessor {
public:
    ...
protected:
    virtual void process();

    virtual void initialize()
        throw (VoreenException);

    virtual void deinitialize()
        throw (VoreenException);

private:
    RenderPort inport_;
    RenderPort outport_;
    FloatProperty saturation_;
    tgt::Shader* shader_;
};
```

Processors that use  
**RenderPorts** have  
to be derived from  
**RenderProcessor**

Loads the shader

Deletes the shader

## Constructor

```
TestProcessor::TestProcessor()
: RenderProcessor()
, inport_(Port::INPORT, "inport")
, outport_(Port::OUTPORT, "outport")
, saturation_("saturation", "Saturation")
{
    addPort(inport_);
    addPort(outport_);
    addProperty(saturation_);
}
```

# Loading the Shader

```
void TestProcessor::initialize()
throw (VoreenException) {

    RenderProcessor::initialize();

    shader_ = ShdrMgr.loadSeparate(
        "passthrough.vert", //< dummy
        "test.frag",
        generateHeader()
    );

    if (!shader_)
        throw VoreenException(
            "failed to load shader"
        );
}
```

OpenGL resources should be allocated in **initialize()** instead of in the constructor.

Call superclass function first

Necessary for shaders that access image or volume data

Exception indicates initialization failure

```
void TestProcessor::deinitialize()
throw (VoreenException) {

    ShdrMgr.dispose(shader_);
    shader_ = 0;

    RenderProcessor::deinitialize();
}
```

Free the shader

Call superclass function last



# Accessing Images in the Shader

---



## **textureLookup2Dscreen ()**

- Standard lookup function for input images
- Expects fragment coordinates
- Suitable, if the processor's input and output images have the same dimensions
- Provided by shader module `mod_sampler2D.frag`



## Alternatives

- **textureLookup2Dnormalized()**
  - expects normalized texture coordinates
- **textureLookup2D()**
  - pixel coordinates

# Accessing Images in the Shader (con't)

## TestProcessor::process()

```
...
// 0. activate shader
shader_->activate();
setGlobalShaderParameters(shader_);

// 1. bind input image to texture units
tgt::TextureUnit colorUnit, depthUnit;
inport_.bindTextures(colorUnit, depthUnit);

// 2. pass texture units to shader
shader_->setUniform(
    "colorTex_",
    colorUnit.getUnitNumber());

shader_->setUniform(
    "depthTex_",
    depthUnit.getUnitNumber());

// 3. pass texture parameters
inport_.setTextureParameters(
    shader_,
    "texParams_");
...
```

## test.frag

```
#include "modules/mod_sampler2d.frag"

uniform SAMPLER2D_TYPE colorTex_;
uniform SAMPLER2D_TYPE depthTex_;
uniform TEXTURE_PARAMETERS texParams_;

uniform float saturation_;

void main() {

    // lookup input color
    vec4 color = textureLookup2Dscreen(
        colorTex_,
        texParams_,
        gl_FragCoord.xy);

    // lookup depth value
    float depth = textureLookup2Dscreen(
        depthTex_,
        texParams_,
        gl_FragCoord.xy).z;

    ...
}
```

# Complete Example: Grayscale

```
void TestProcessor::process() {
    // activate and clear output render target
    outport_.activateTarget();
    outport_.clearTarget();

    // activate shader
    shader_->activate();
    setGlobalShaderParameters(shader_);

    // bind input image to texture units
    tgt::TextureUnit colorUnit, depthUnit;
    import_.bindTextures(colorUnit, depthUnit);

    // pass texture units and parameters to shader
    shader_->setUniform("colorTex_", colorUnit.getUnitNumber());
    shader_->setUniform("depthTex_", depthUnit.getUnitNumber());
    import_.setTextureParameters(shader_, "texParams_");

    // pass property value to shader
    shader_->setUniform("saturation_", saturation_.get());

    // render screen aligned quad
    renderQuad();

    // cleanup
    shader_->deactivate();
    outport_.deactivateTarget();
    tgt::TextureUnit::setZeroUnit();

    // check for OpenGL errors
    LGL_ERROR;
}
```

```
#include "modules/mod_sampler2d.frag"

uniform SAMPLER2D_TYPE colorTex_;
uniform SAMPLER2D_TYPE depthTex_;
uniform TEXTURE_PARAMETERS texParams_;

uniform float saturation_;

void main() {

    // lookup input color
    vec4 color = textureLookup2Dscreen(
        colorTex_,
        texParams_,
        gl_FragCoord.xy);

    // lookup depth value
    float depth = textureLookup2Dscreen(
        depthTex_,
        texParams_,
        gl_FragCoord.xy).z;

    // compute gray value
    float brightness =
        (0.30*color.r)+(0.59*color.g)+(0.11*color.b);
    vec4 graycol = vec4(vec3(brightness), color.a);
    FragData0 = mix(graycol, color, saturation_);

    // pass through depth value
    gl_FragDepth = depth;
}
```

# Accessing Volume Data in Shaders

---



## `getVoxel()`

- Shader lookup function for volume data
- Expects (normalized) texture coordinates
- Provided by shader module `mod_sampler3d.frag`



## `VolumeRenderer::bindVolumes()`

- Passes volume textures to the shader
- Sets additional meta data for each volume, such as the data set's dimensions and bit depth
  - see struct `VOLUME_PARAMETERS` in `mod_sampler3d.frag`

# Volume Ray-Casting

Cast rays through each pixel and the volume

for each pixel on the image plane

    compute entry- and exit-points

    while current position inside volume

        read intensity

        apply transfer function

        (compute shading)

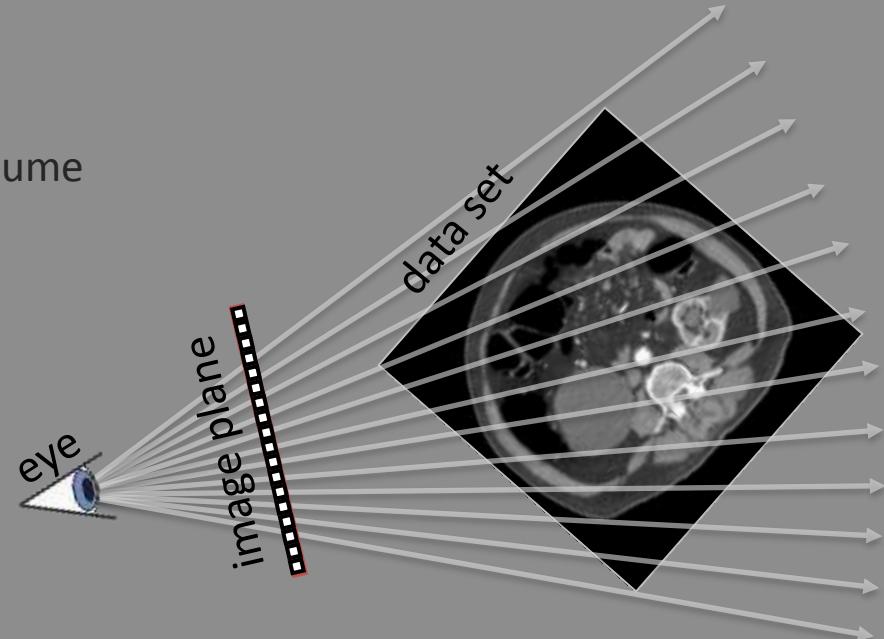
        apply compositing

        compute new position

    end while

    set pixel color

end if



# Example: Volume Raycaster

```
void SampleRaycaster::process() {
    // ... activate output and shader
    // ... pass entry/exit point textures

    // pass volume texture to shader
    std::vector<VolumeStruct> volumeTextures;
    TextureUnit volUnit;
    volumeTextures.push_back(VolumeStruct(
        volumePort_.getData()->getVolumeGL(),
        &volUnit,
        "volume_",
        "volumeParams_"))
);
bindVolumes(raycastPrg_, volumeTextures);

    // pass transfer function to shader
    TextureUnit transferUnit;
    transferUnit.activate();
    transferFunc_.get()->bind();
    raycastPrg_->setUniform("transferFunc_",
        transferUnit.getUnitNumber());

    renderQuad();

    // ... clean up
}
```

```
// includes all shader modules
#include "modules/vrn_shaderincludes.frag"
...
vec4 result = vec4(0.0); float t = 0.0;
while ((t < t_end) && (result.a < 1.0)) {
    // determine and update sampling position
    vec3 sample = frontPos.rgb + t*direction;
    t += samplingStepSize_;

    // fetch intensity at sampling point
    // (see mod_sampler3d.frag)
    float voxel = getVoxel(
        volume_,
        volumeParams_,
        sample).a;

    // apply transfer function
    // (see mod_transfunc.frag)
    vec4 col = applyTF(transferFunc_, voxel);

    // perform compositing
    col.a *= samplingStepSizeComposite_;
    result.rgb += (1.0-result.a)*col.a*col.rgb;
    result.a += (1.0-result.a)*col.a;
}
...
```

# How to Extend Voreen - Summary

---

## Copy&Paste the *Test* module

- [www.voreen.org/files/testmodule.zip](http://www.voreen.org/files/testmodule.zip)

## Use existing processors as templates

- Image processing
  - **TestProcessor** (test module)
- Volume raycasting
  - **SimpleRaycaster** (base module)
- Volume processing
  - **VolumeInversion** (base module)
- Shader-based rapid prototyping
  - **DynamicGLSLProcessor** (base module)

# Serialization

- Workspace::save() serializes network topology and processor properties to XML
- Custom data can be serialized by overriding Processor::serialize() and deserialize()
  - Serializer supports primitive types and STL containers

```
std::vector< std::pair<float, tgt::vec3> > myData_;
```

```
void TestProcessor::serialize(XmlSerializer& s) const {
    s.serialize("MyData", myData_);
}
void TestProcessor::deserialize(XmlDeserializer& d) {
    d.deserialize("MyData", myData_);
}
```

- Custom classes can be serialized by implementing interface Serializable

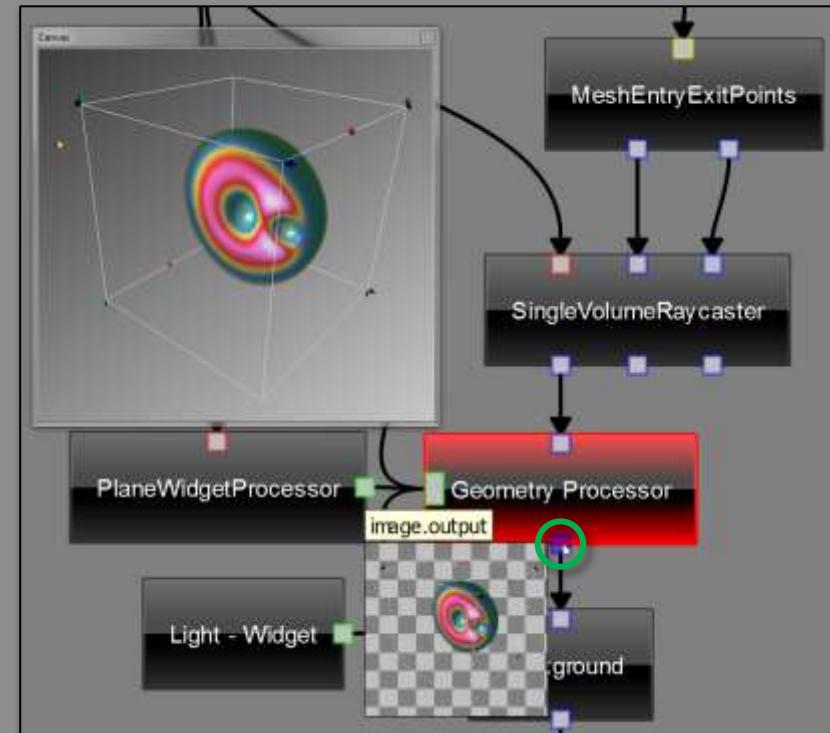
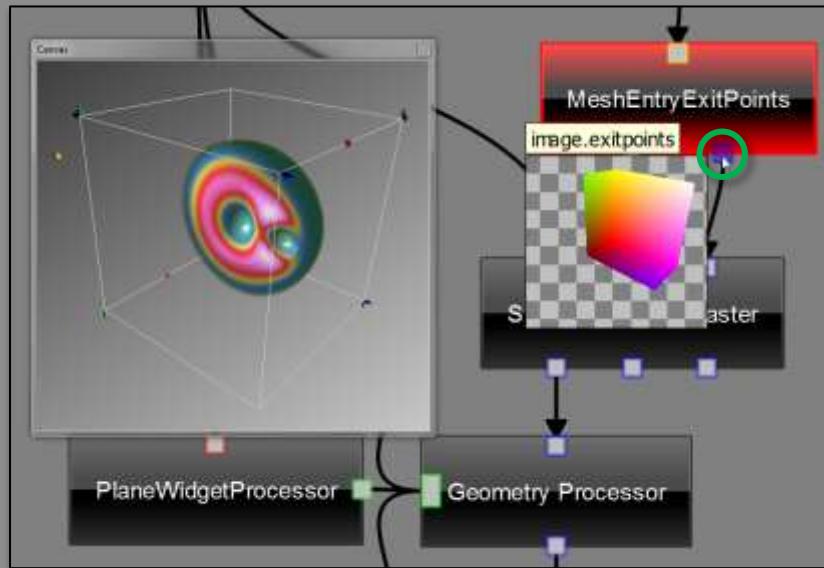
# VISUAL DEBUGGING

Run-time shader editing and framebuffer inspection

Demo

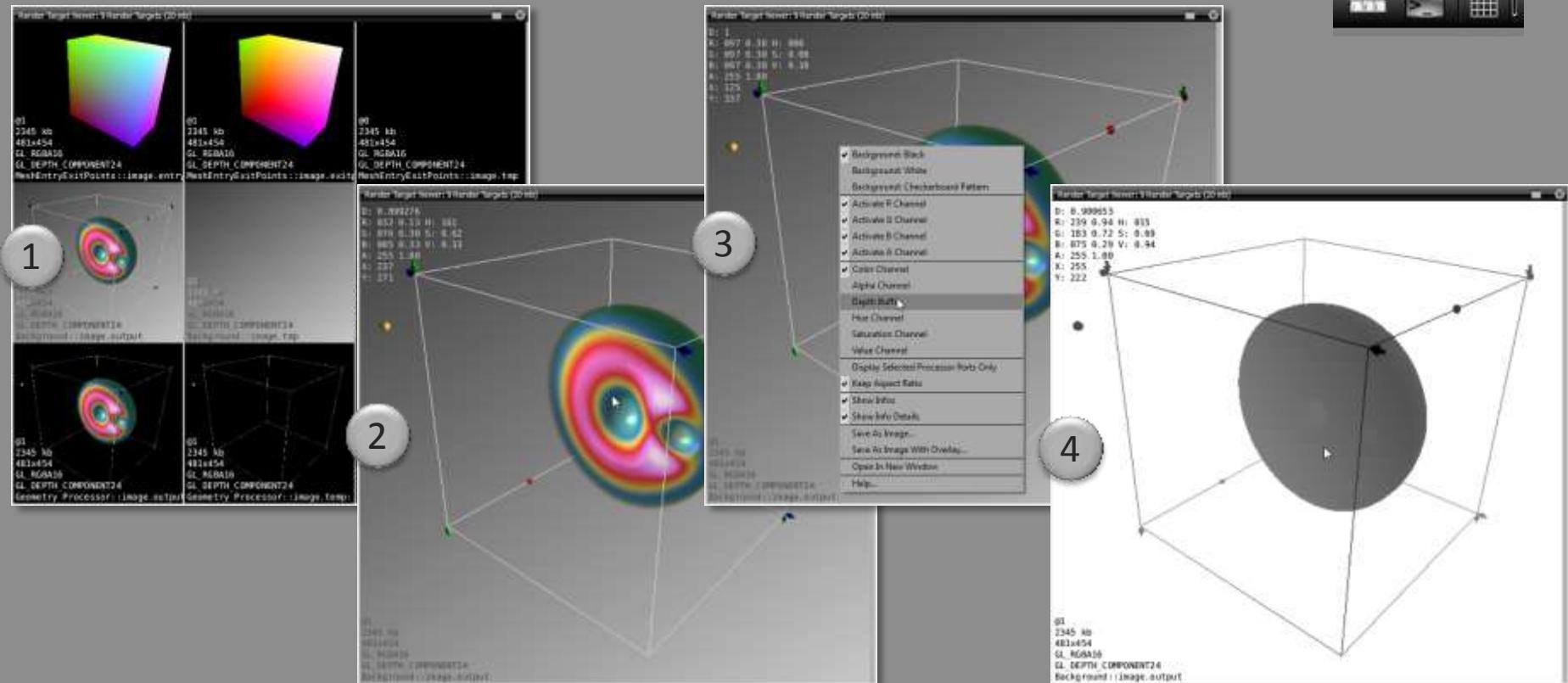
# Render Target Inspection

- By hovering over render ports, their content can be inspected



# In Detail Inspection

◆ The render target viewer allows to inspect the color, alpha and depth layer



# CUSTOMIZING APPLICATIONS

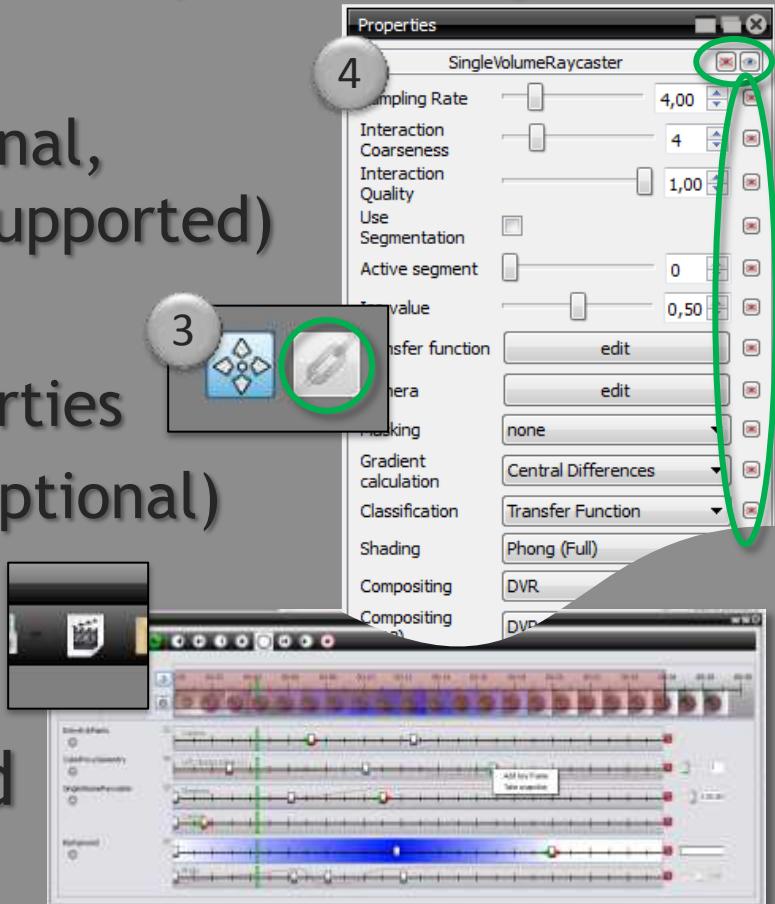
Generating end-user applications

# Application Development Recipe

Applications can be developed by following a few easy steps

1. Write data importers (optional, many formats are already supported)
2. Develop missing processors
3. Define links between properties
4. Define property visibility (optional)

To showcase visualizations  
animations can be recorded



# Property Linking

Properties of the same type can be linked (value synchronization)

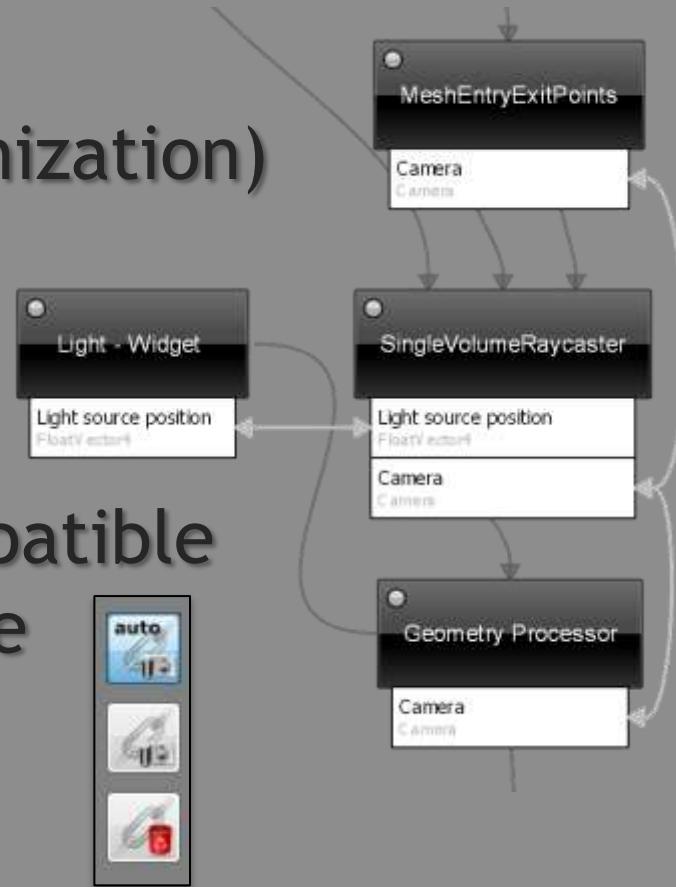
- Within or across processors
- Uni- or bidirectional
- Cycle prevention

Linking of differing, but compatible property types is also possible

- Float  $\leftrightarrow$  Integer  $\leftrightarrow$  Boolean

Transfer function linking

Optional auto-linking of camera properties

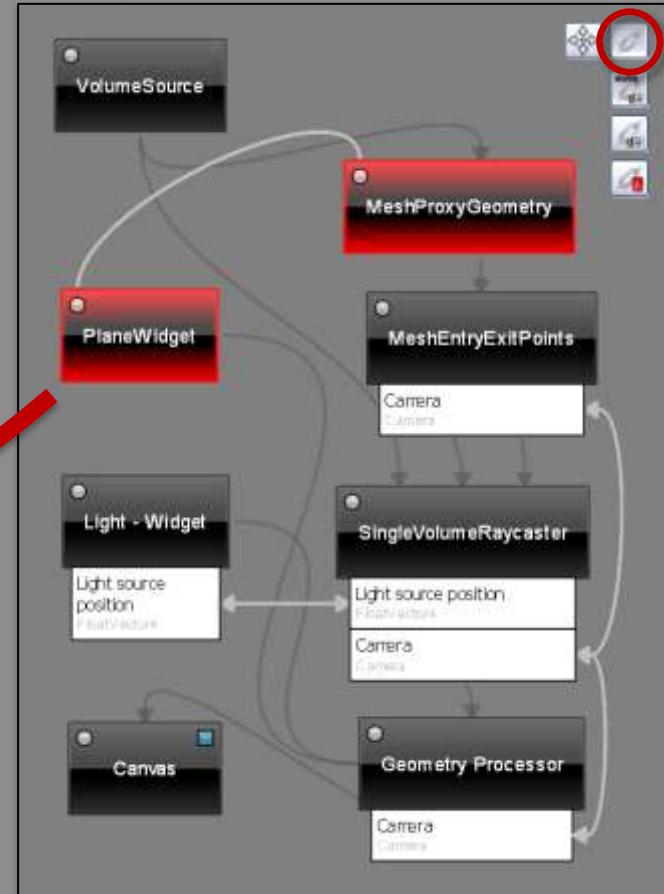
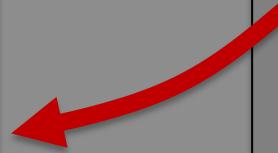
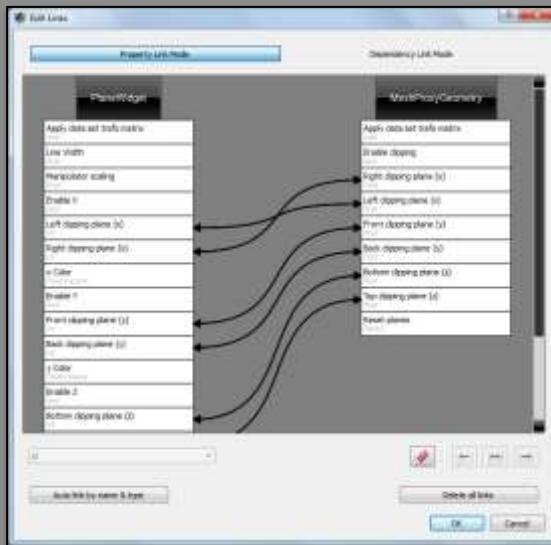


Demo

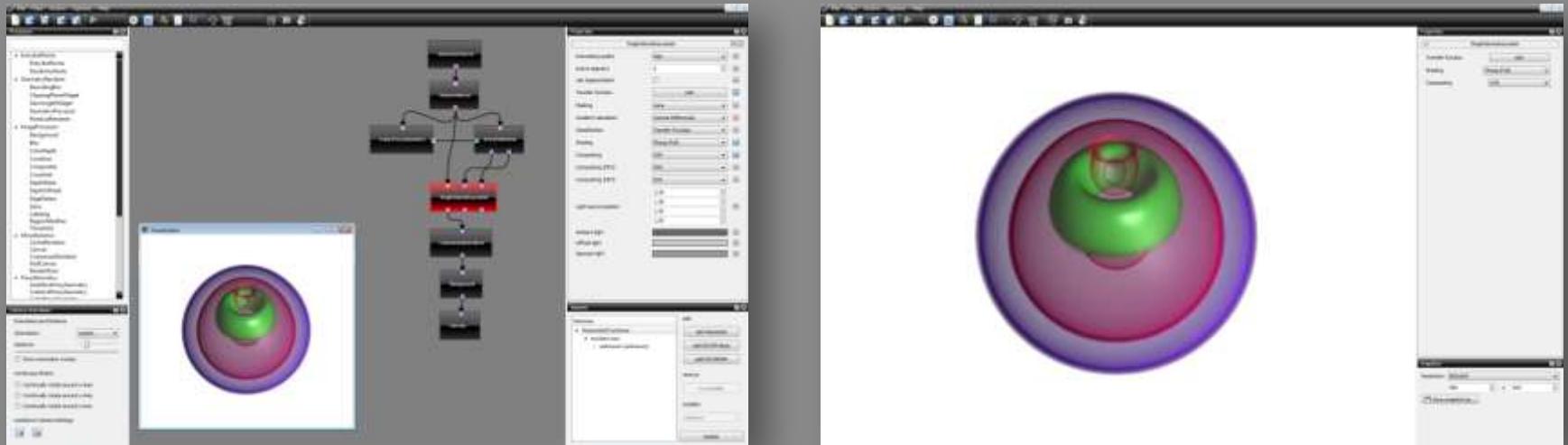
# Managing Links in VoreenVE

Network editor provides *linking layer*

- Links are represented by arrows
- Port connections are fade out
- Dragging a line between processors opens *linking dialog*



# Application Prototyping



## Development Mode

- Edit data-flow network
- Specify properties changeable in Application Mode

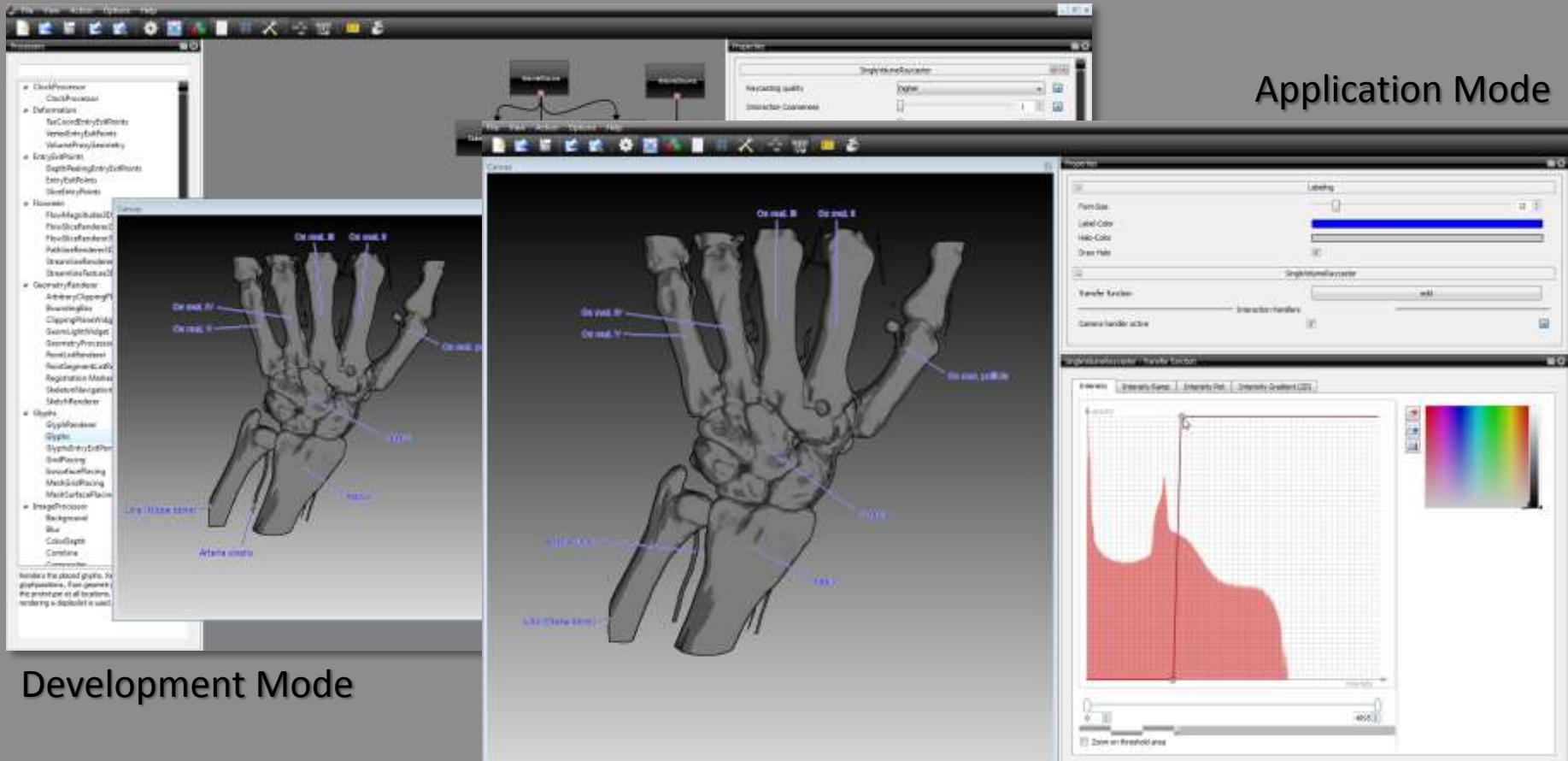


## Application Mode

- Explore visualization by altering provided properties



# Application Prototyping



Development Mode

Application Mode

Demo

# ADDITIONAL FEATURES

Helpful processors and other functionality

# Processor Potpourri

## Volume ray-casting

- Single volume, multiple volume, advanced shading, RGB data ...

## Volume slicing

- Regular, half-angle slicing, directional occlusion shading...

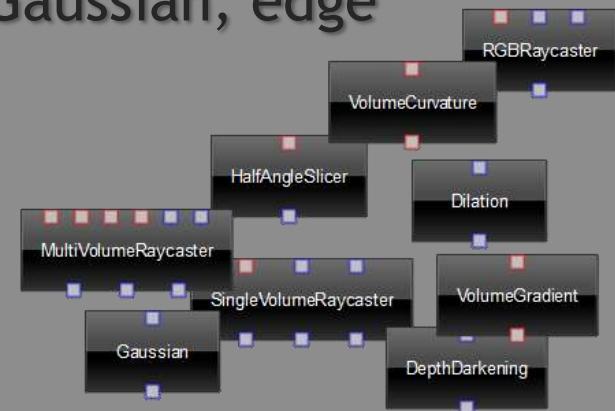
## Image processing

- Depth darkening, dilation, erosion, Gaussian, edge detection ...

## Volume processing

- Median, gradients, curvature ...

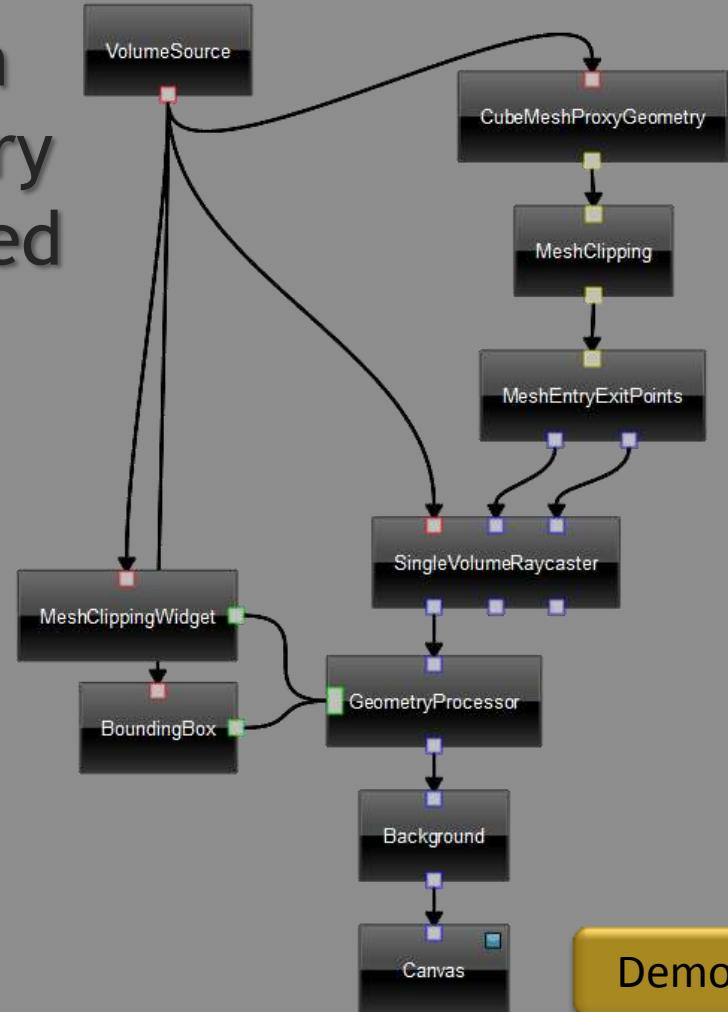
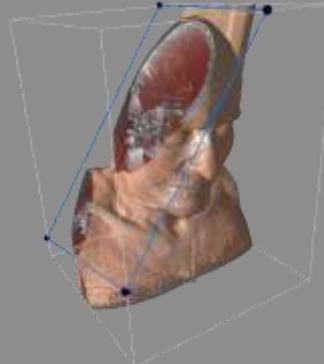
...  
...



# Additional Features - Clipping

Axis-aligned clipping and an arbitrary number of arbitrary clipping planes are supported

- Axis-aligned:  
**CubeMeshProxyGeometry**
- Arbitrary:  
**MeshClipping** (sequential)

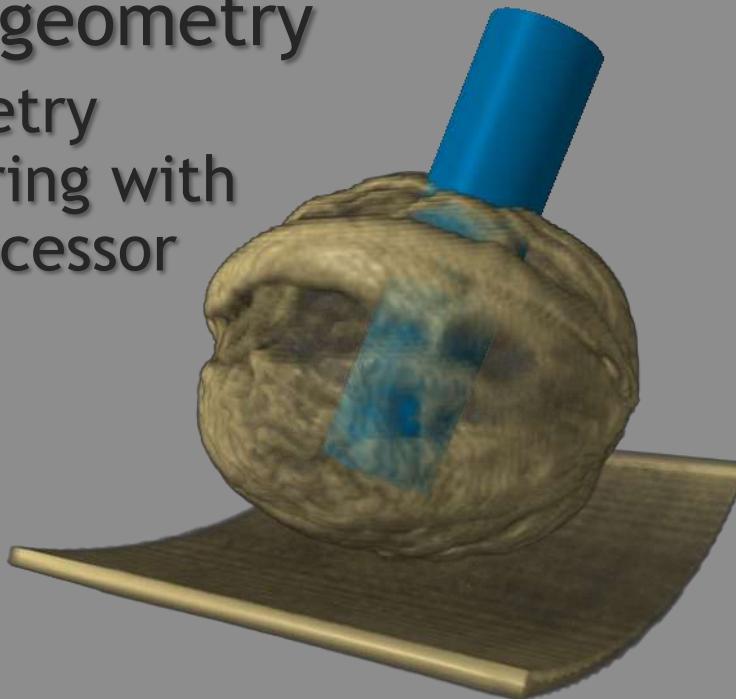


Demo

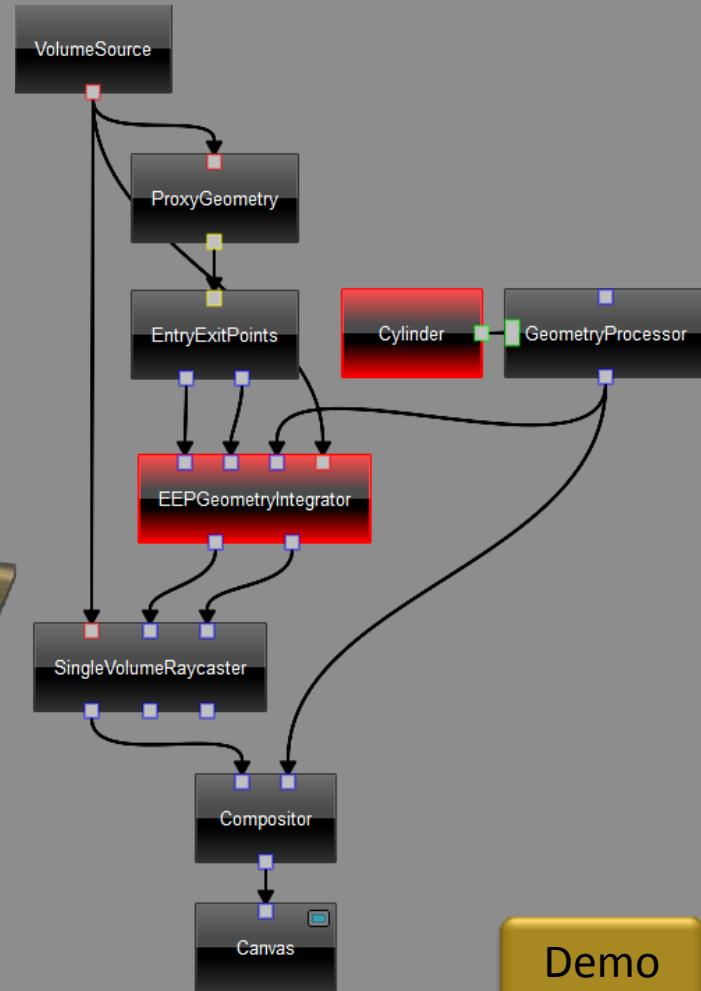
# Additional Features - Geometry

## Combination of DVR and opaque geometry

- Geometry rendering with co-processor ports



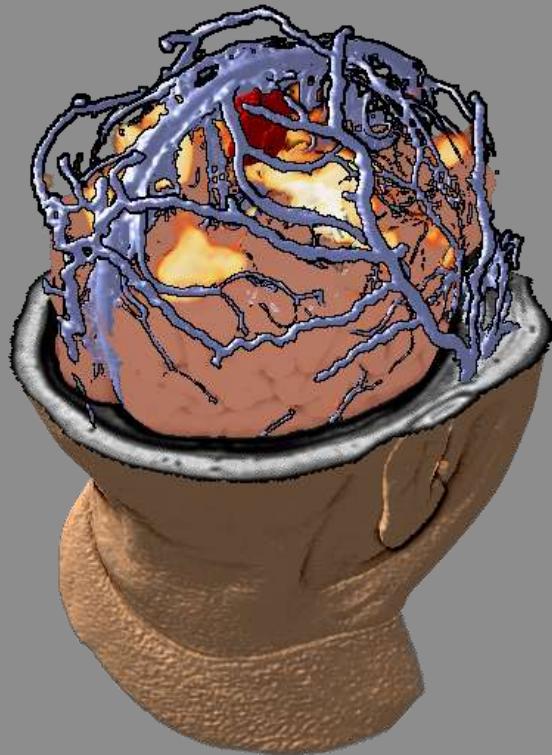
## Semi-transparent geometry through depth peeling



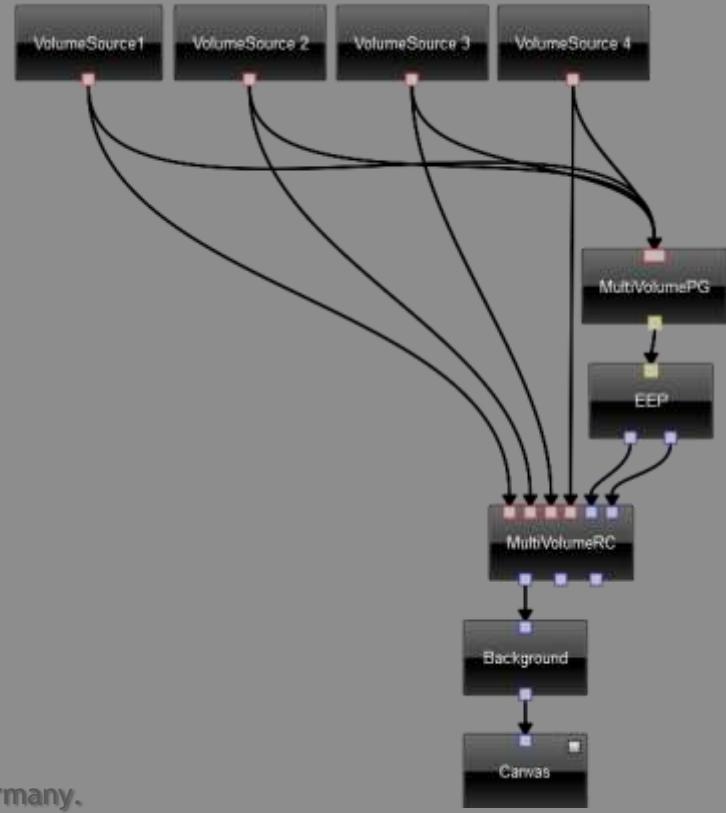
Demo

# Additional Features - Multi Volume

- Multi-Volume ray-casting is done with the `MultiVolumeRaycasting` processor

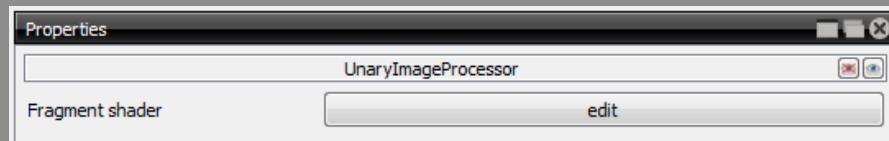


The shown dataset is courtesy of Prof. B. Terwey, Klinikum Mitte, Bremen, Germany.



# GLSL Image Processing

Shader properties allow runtime shader editing  
UnaryImageProcessor and BinaryImageProcessor allow to implement image processing and compositing effects



The code editor window displays the GLSL fragment shader code for a UnaryImageProcessor. The file is titled "UnaryImageProcessor - Fragment shader (original source per Unary.frag)". The code includes a copyright notice and the actual GLSL code:

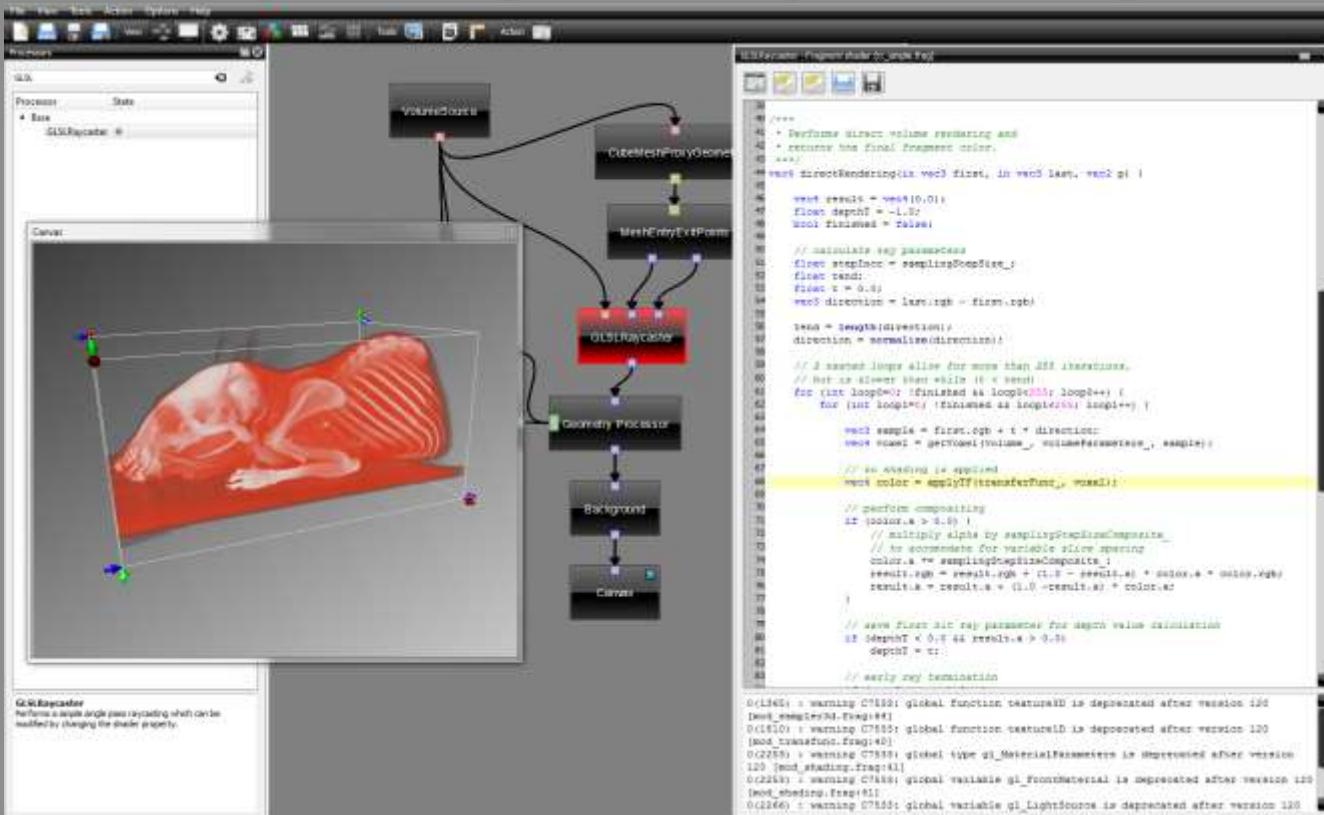
```
/*
 * Copyright © 2005-2007, NVIDIA Corporation.
 * All rights reserved.
 *
 * Redistribution and use in source and binary forms, with or without
 * modification, are permitted provided that the following conditions are met:
 *
 * * Redistributions of source code must retain the above copyright notice,
 *   this list of conditions and the following disclaimer.
 *
 * * Redistributions in binary form must reproduce the above copyright notice,
 *   this list of conditions and the following disclaimer in the documentation
 *   and/or other materials provided with the distribution.
 *
 * * Neither the name of the NVIDIA Corporation nor the names of its
 *   contributors may be used to endorse or promote products derived
 *   from this software without specific prior written permission.
 *
 * THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS"
 * AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE
 * IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE
 * ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE
 * LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR
 * CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
 * SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS
 * INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN
 * CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF
 * THE POSSIBILITY OF SUCH DAMAGE.
 */
#include "modules/mod_sampler2d.frag"

uniform SAMPLER2D_TYPE shadeTex;
uniform SAMPLER2D_TYPE depthTex;
uniform TEXTURE_PARAMETERS texParams;

void main()
{
    vec2 p = gl_FragCoord.xy * screenDimInv;
    gl_FragColor = textureLookup2DNormalized(shadeTex, p);
    gl_FragDepth = textureLookup2DNormalized(depthTex, p);
}
```

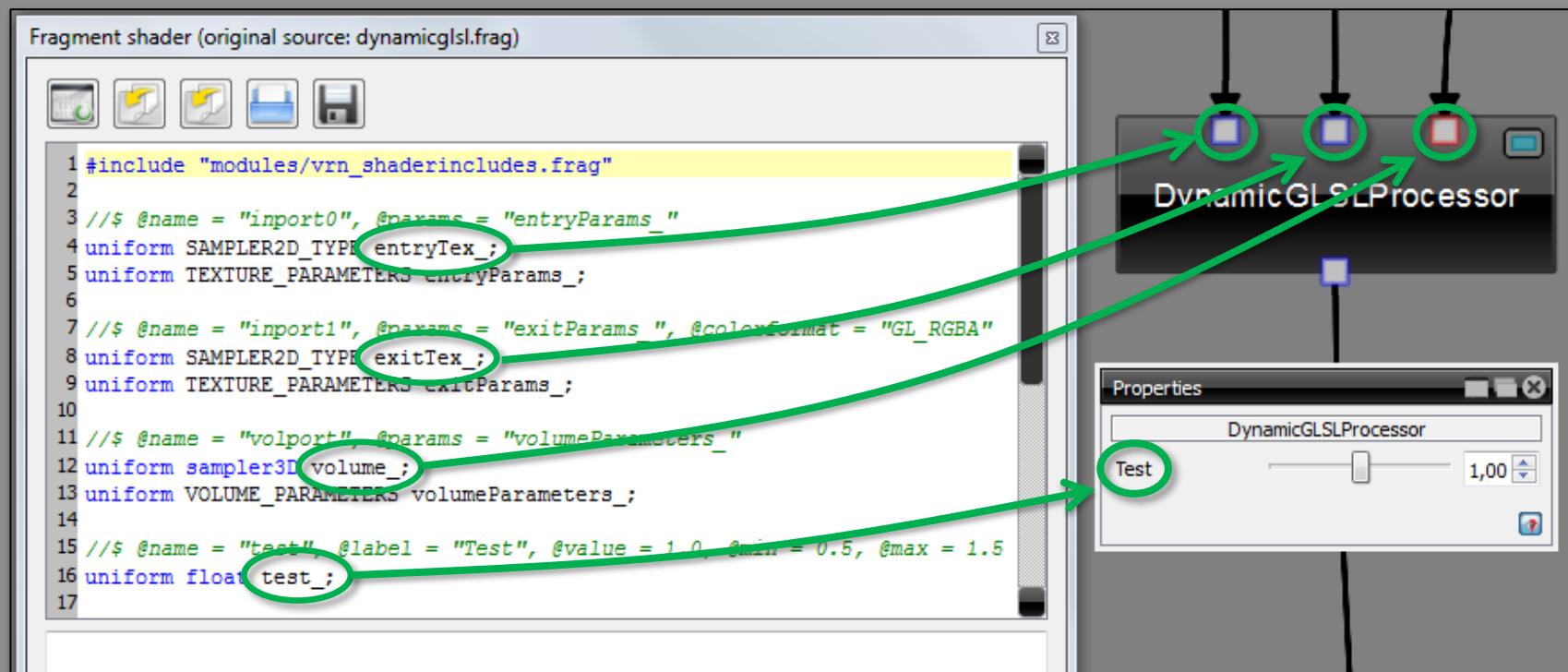
# GLSL Volume Raycaster

The **GLSLRaycaster** processor can be used to develop raycasting techniques during runtime



# Dynamic GLSL Processor

- Parses its shader and dynamically adds ports and properties representing declared uniforms



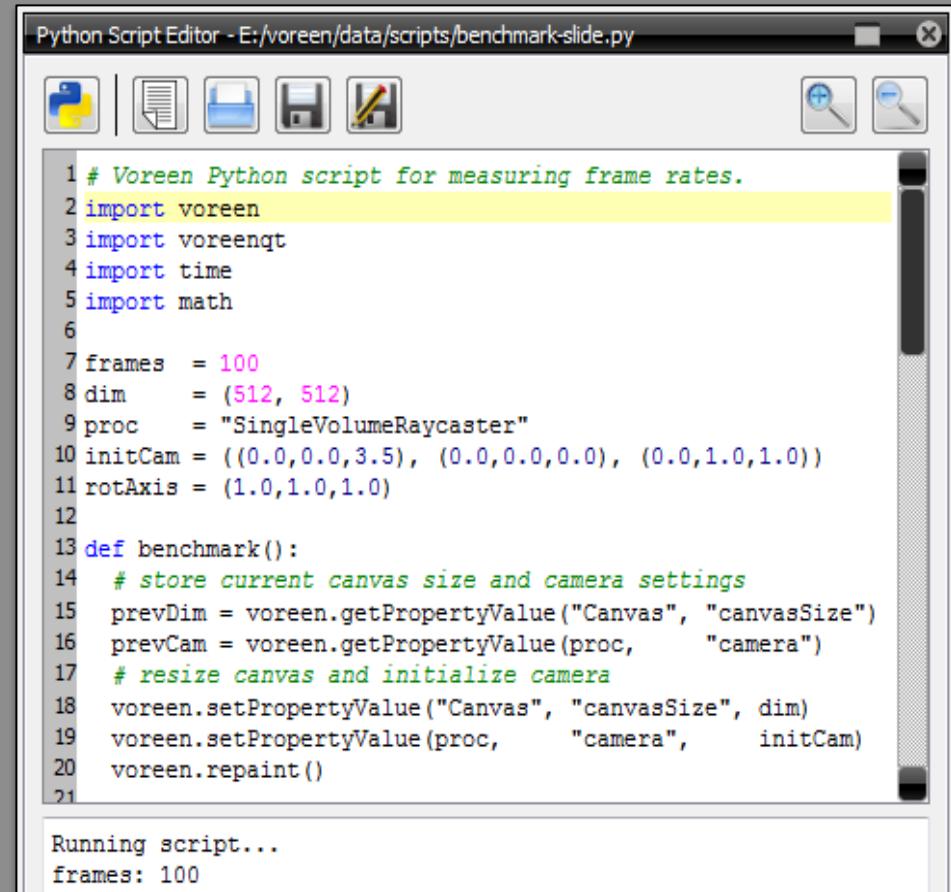
# Python Scripting

Generic read/write access to almost all types of properties, including cameras

Volume and transfer function loading

Canvas snapshots

Integrated Python editor



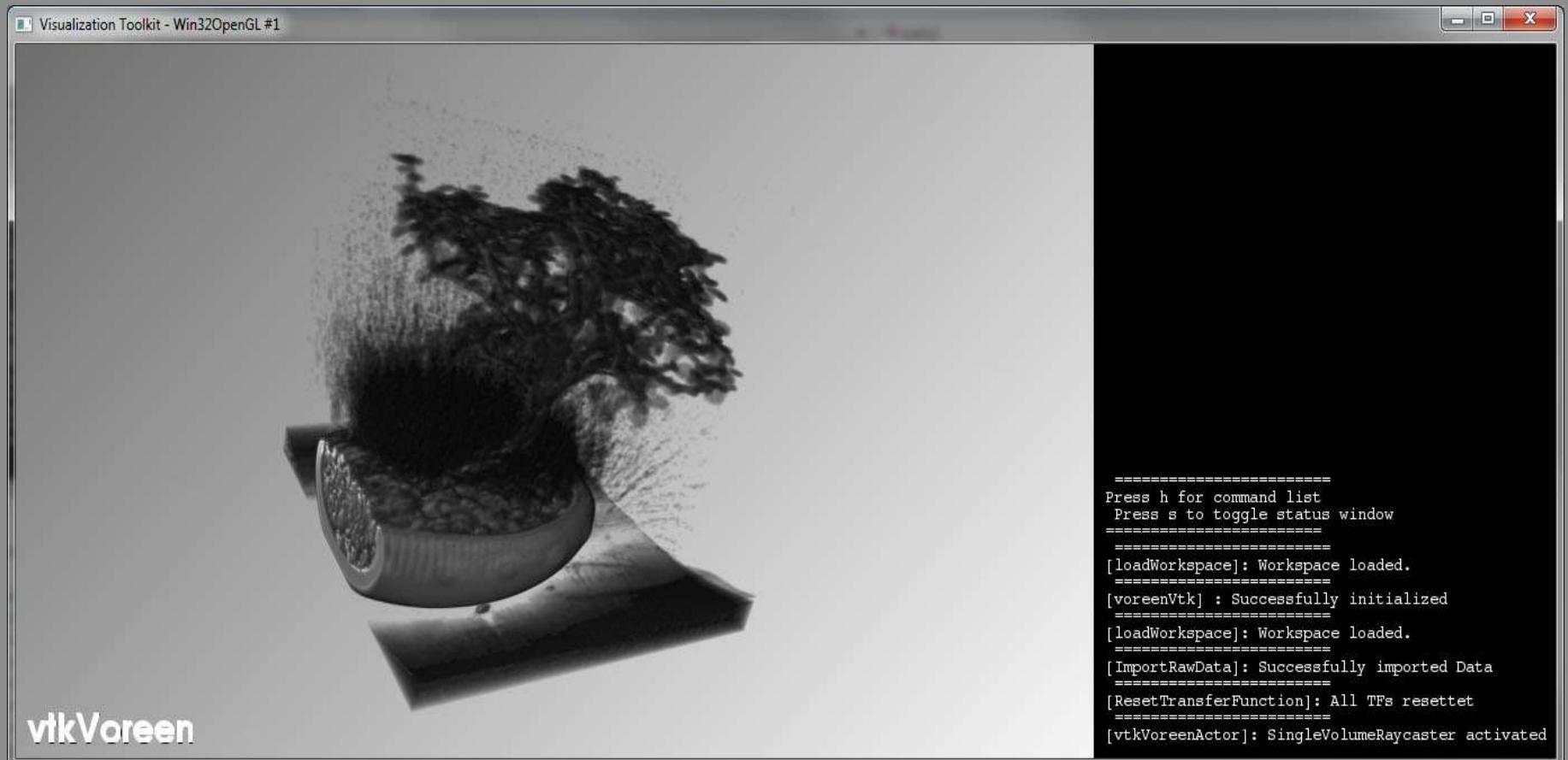
The screenshot shows a Windows-style application window titled "Python Script Editor - E:/voreen/data/scripts/benchmark-slide.py". The window contains a toolbar with icons for Python logo, file operations, and search. The main area displays a Python script with syntax highlighting. The script is as follows:

```
1 # Voreen Python script for measuring frame rates.
2 import voreen
3 import voreengt
4 import time
5 import math
6
7 frames = 100
8 dim = (512, 512)
9 proc = "SingleVolumeRaycaster"
10 initCam = ((0.0,0.0,3.5), (0.0,0.0,0.0), (0.0,1.0,1.0))
11 rotAxis = (1.0,1.0,1.0)
12
13 def benchmark():
14     # store current canvas size and camera settings
15     prevDim = voreen.getPropertyValue("Canvas", "canvasSize")
16     prevCam = voreen.getPropertyValue(proc, "camera")
17     # resize canvas and initialize camera
18     voreen.setPropertyValue("Canvas", "canvasSize", dim)
19     voreen.setPropertyValue(proc, "camera", initCam)
20     voreen.repaint()
21
```

At the bottom of the script editor, there is a status bar with the text "Running script..." and "frames: 100".

Demo

# vtkVoreen



# OUTLOOK

The future of Voreen

# Outlook

Plotting (released in version 2.6)

Kiosk solution

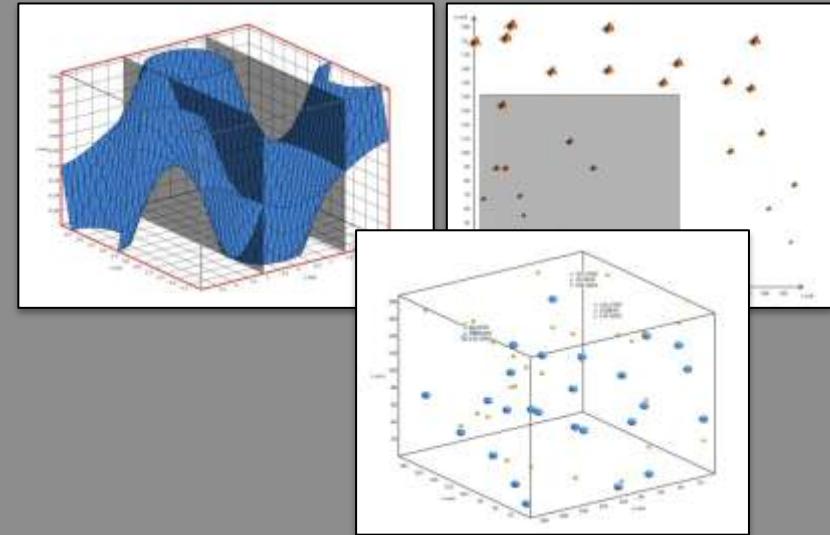
Rapid-prototyping

- GLSL parsing
- OpenCL kernel editing

Volume processing

- More processors
- Volume caching

Documentation, documentation,  
documentation...



# WHERE TO GO FROM HERE

Getting some more information

# Where to go from here

## Everybody

- [www.voreen.org](http://www.voreen.org)  
(Voreen, data sets, workspaces)
- Contact the Voreen [mailing list](#)



[[www.voreen.org](http://www.voreen.org)]

## As a developer

- [API Documentation](#)
- [Programming tutorials](#)



[[www.youtube.com/voreenty](http://www.youtube.com/voreenty)]

## As a user

- Youtube channel ([voreenty](http://www.youtube.com/voreenty))

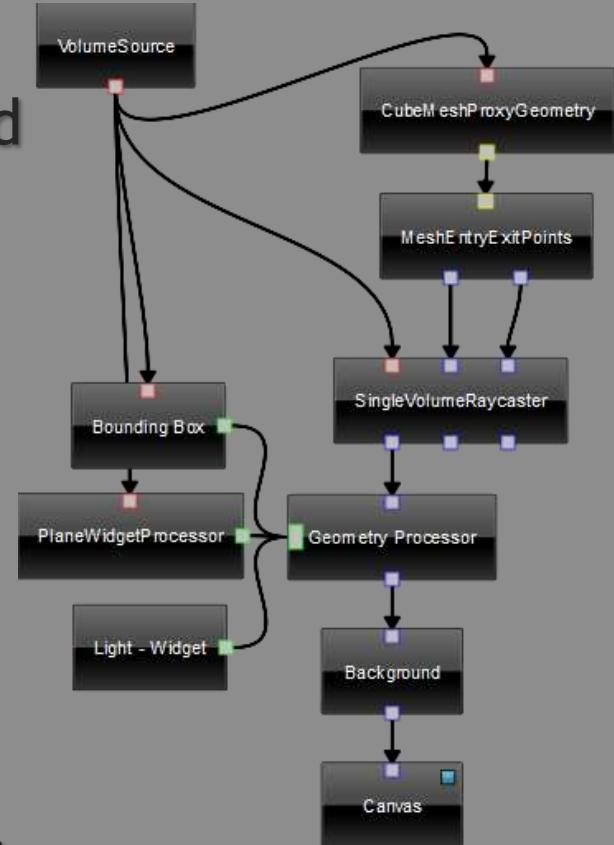
# Conclusions

## Key concepts

- Data-flow realization of GPU-based volume ray-casting
- Properties can be combined with linking
- Development vs. Application Mode

## Specific functionality

- Enable rapid prototyping of volume visualizations
- Allow reusability of existing techniques
- Support application deployment



# Acknowledgments

---



## The Voreen team (alphabetically)

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# THANKS FOR YOUR ATTENTION!

**voreen**  
volume rendering engine



[www.voreen.org](http://www.voreen.org)

These slides are available at  
[www.voreen.org/420-Tutorial-Slides.html](http://www.voreen.org/420-Tutorial-Slides.html)

