**Blue Waters Petascale Semester Curriculum v1.0**

**Unit 7: CUDA**

**Lesson 4: Volume Rendering**

**Instructor Guide**

*Developed by Michael D. Shah for the Shodor Education Foundation, Inc.*



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1. Read the exercise instructions for students, which will help you also understand the material.
2. For this example, instructors should be comfortable with building the sample volume render.

* Instructors may consider downloading other volume renders (VTK), and loading their own data sets to show students.

**Common Pitfalls for Students and Instructors**

* Compiling and running the samples are likely going to be difficult. I recommend sticking to one operating system or a virtual machine with a GPU to get the samples running.