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

**Unit 7: CUDA**

**Lesson 4: Volume Rendering**

**References / Further Reading**

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



*Except where otherwise noted, this work by The Shodor Education Foundation, Inc. is licensed under CC BY-NC 4.0. To view a copy of this license, visit*[*https://creativecommons.org/licenses/by-nc/4.0*](https://creativecommons.org/licenses/by-nc/4.0)

*Browse and search the full curriculum at*[*http://shodor.org/petascale/materials/semester-curriculum*](http://shodor.org/petascale/materials/semester-curriculum)

*We welcome your improvements! You can submit your proposed changes to this material and the rest of the curriculum in our GitHub repository at*[*https://github.com/shodor-education/petascale-semester-curriculum*](https://github.com/shodor-education/petascale-semester-curriculum)

*We want to hear from you! Please let us know your experiences using this material by sending email to* [*petascale@shodor.org*](mailto:petascale@shodor.org)

See (or search 'CUDA Educator') CUDA Educator resources here from NVIDIA: <https://developer.nvidia.com/educators>

Volume Rendering Techniques:

<https://developer.nvidia.com/gpugems/gpugems/part-vi-beyond-triangles/chapter-39-volume-rendering-techniques>