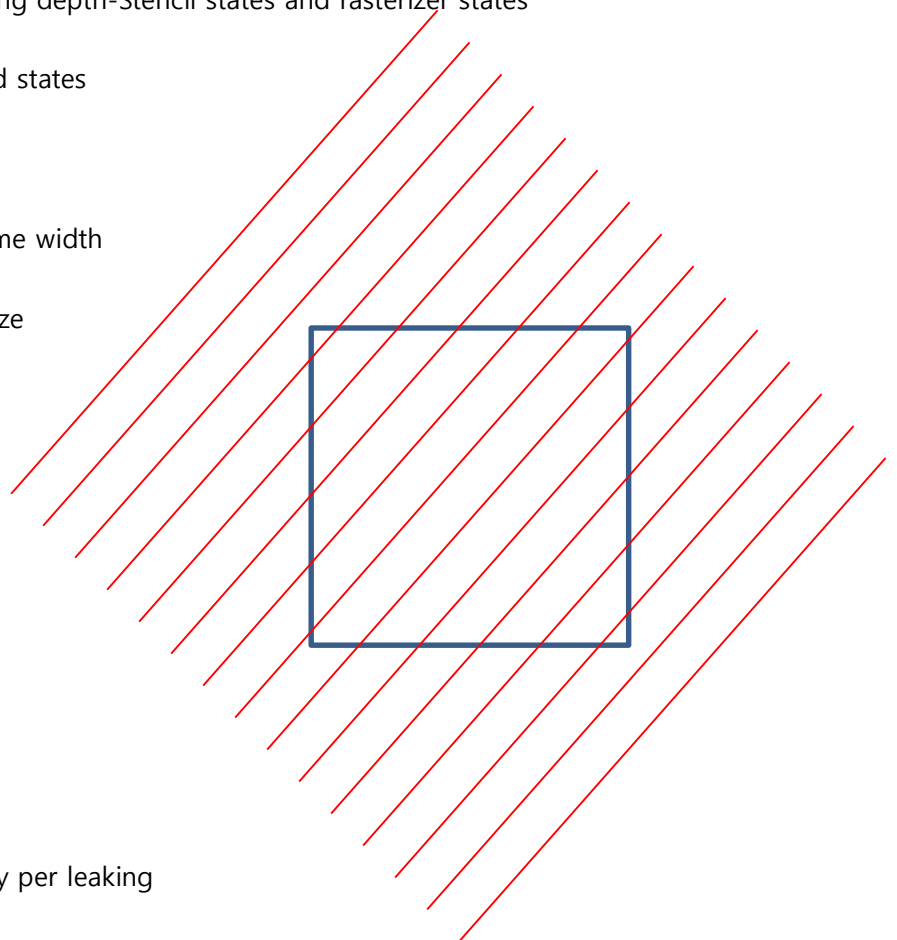
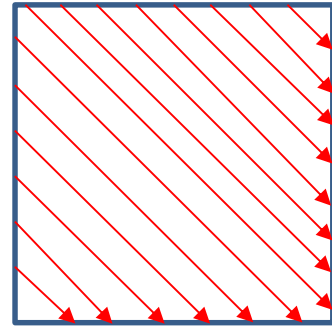


## Ray-casting & Texture-based Volume Rendering

### To do.

- A. Ray-casting
  - i. Start & end position determination
  - ii. Early ray termination
  
- B. Texture-based Volume Rendering
  - i. Early ray termination: using depth-Stencil states and rasterizer states
  - ii. Compositing: using blend states
  - iii. Proxy geometry
    - 1. count: twice of volume width
    - 2. interval: one voxel size
  
- C. Transfer function evaluation
  
- D. Shading
  
- E. Rotation



Development environment : MFC

Data : bighead, 256\*256\*225

Penalty

- 1. Memory leaking : 10% penalty per leaking

**Due date:** 4/27 Wed.