Assignment#3

Pre-Integrated Volume Rendering

To do.

1. Modify transfer function design method
   A. $C^0$ continuity
   B. Make a function which has input of control points and output of transfer function
      i. The transfer function to be tested is not fixed

2. Modify transfer function spec.
   A. 256 bins (8bit)

3. 2D Look-up table
   A. Use GPU programming
      i. Create preintLUT2D texture as a shader resource and render target
      ii. Change view-port and render target when building LUT since render target size is different with each other(LUT size and image plane size)
      iii. Restore view-port and render target before rendering

4. 1D Look-up table
   A. Build the LUT and bind it as a shader resource of Direct3D

Penalty

1. Memory leaking : 10% penalty per leaking

Due date: 5/9 Mon.