

## 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.