



Real-Time Volume Graphics

Klaus Engel, Markus Hadwiger, Joe Kniss, Christof Rezk-Salama, Daniel Weiskopf

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Based on course notes of SIGGRAPH course teaching techniques for real-time rendering of volumetric data and effects; covers both applications in scientific visualization and real-time rendering. Starts with the basics (texture-based ray casting) and then improves and expands the algorithms incrementally. Book includes source code, algorithms, diagrams, and rendered graphics.

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