



Real-Time Volume Graphics

By 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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Editorial Review

Review

"Any developer who would work with volume graphics needs this basic text, which provides an introduction to texture-based volume rendering methods, techniques, and optimization routines. Even code examples are included within the examples and technical discussions of generating images from 3D scalar data. It's an advanced computer and game developer's primer important for any comprehensive collection." -California Bookwatch: The Computer Shelf, *The Midwest Book Review*, November 2006

About the Author

Klaus Engel earned his PhD in Computer Science from the University of Stuttgart. He is a researcher at Siemens Corporate Research, Inc. in Princeton, NJ. Markus Hadwiger earned his PhD in Computer Science from the Vienna University of Technology. He is a senior researcher in the Medical Visualization department at the VRVis Research Center in Vienna, Austria. Joe Kniss earned his PhD in Computer Science from the University of Utah's School of Computing. He investigates volume rendering, volume light transport, human-computer interaction, and image processing at the Scientific Computing and Imaging Institute in Salt Lake City, UT. Christof Rezk-Salama earned his PhD from the University of Erlangen, working in the Computer Graphics Group. He is an assistant professor at the Computer Graphics and Multimedia Group of the University of Siegen, Germany. Daniel Weiskopf earned his PhD in Physics from the University of Tübingen, Germany. He is an Assistant Professor of Computing Science and co-director of the Graphics, Usability, and Visualization Lab at Simon Fraser University, Canada.

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