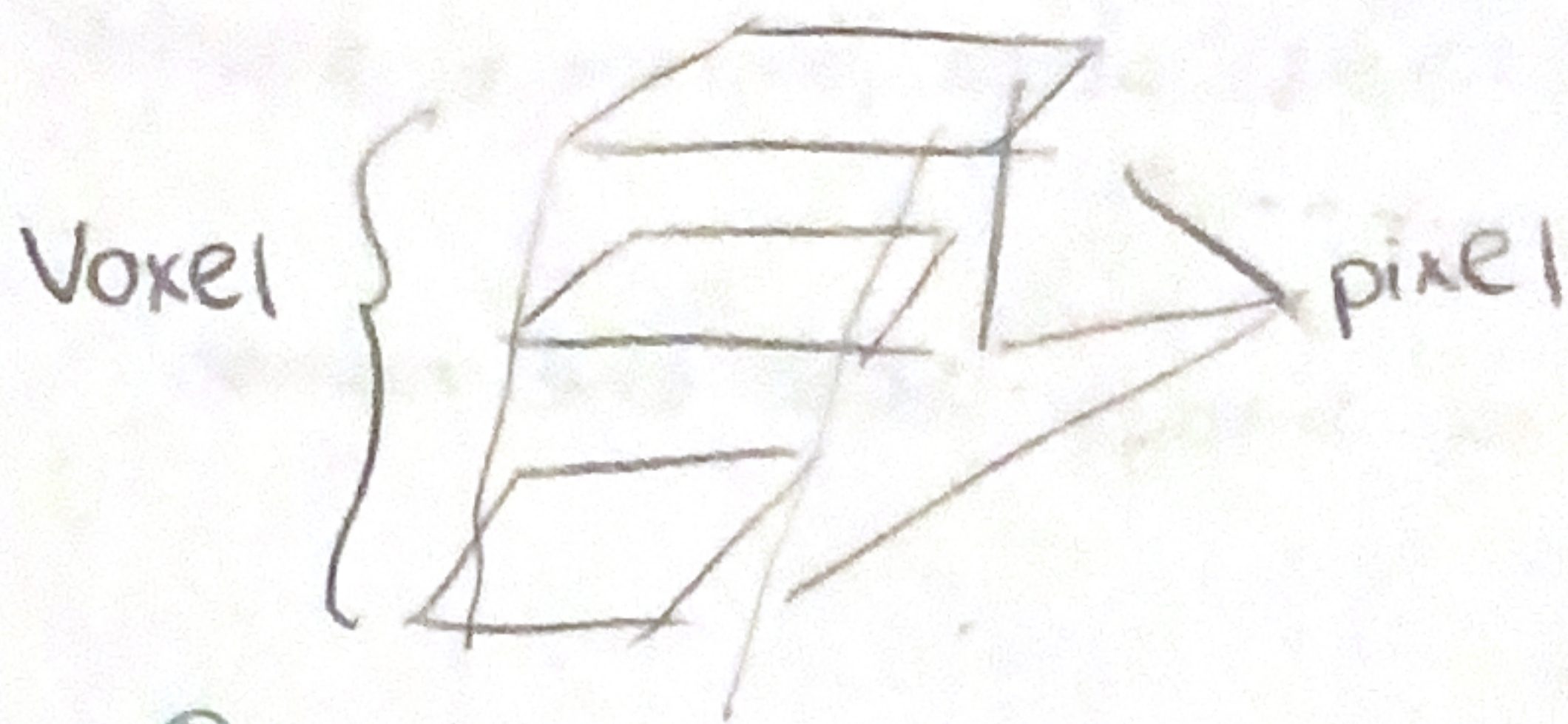


→ At beginning we have 2D CT scans.

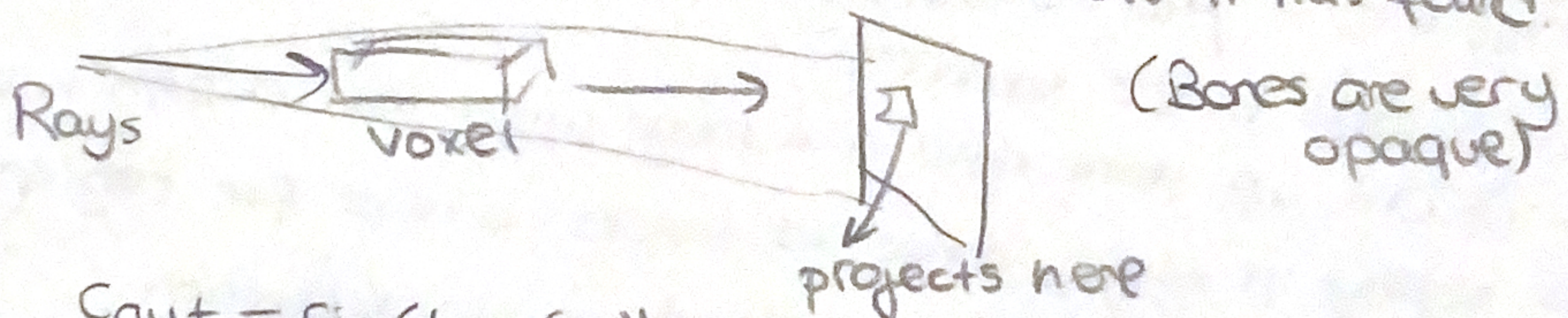
→ Then we define a voxel (volume element) → 3D pixel created from a pixel of an image belonging to a computed tomography scan.

We want opacity & color



Ray Casting

- Popular method to visualize voxel models
- Ray goes to 3D grid & resulted pixels take into account all the opacities & color of voxels it has found.



$$C_{out} = C_{in} (1 - a(x_i)) + c(x_i) a(x_i)$$

↓ ↓ ↓
outgoing opacity intensity
ingoing of pixel of pixel
intensity