CSE 332
Intro to Visualization

Visualizing Volumetric Data

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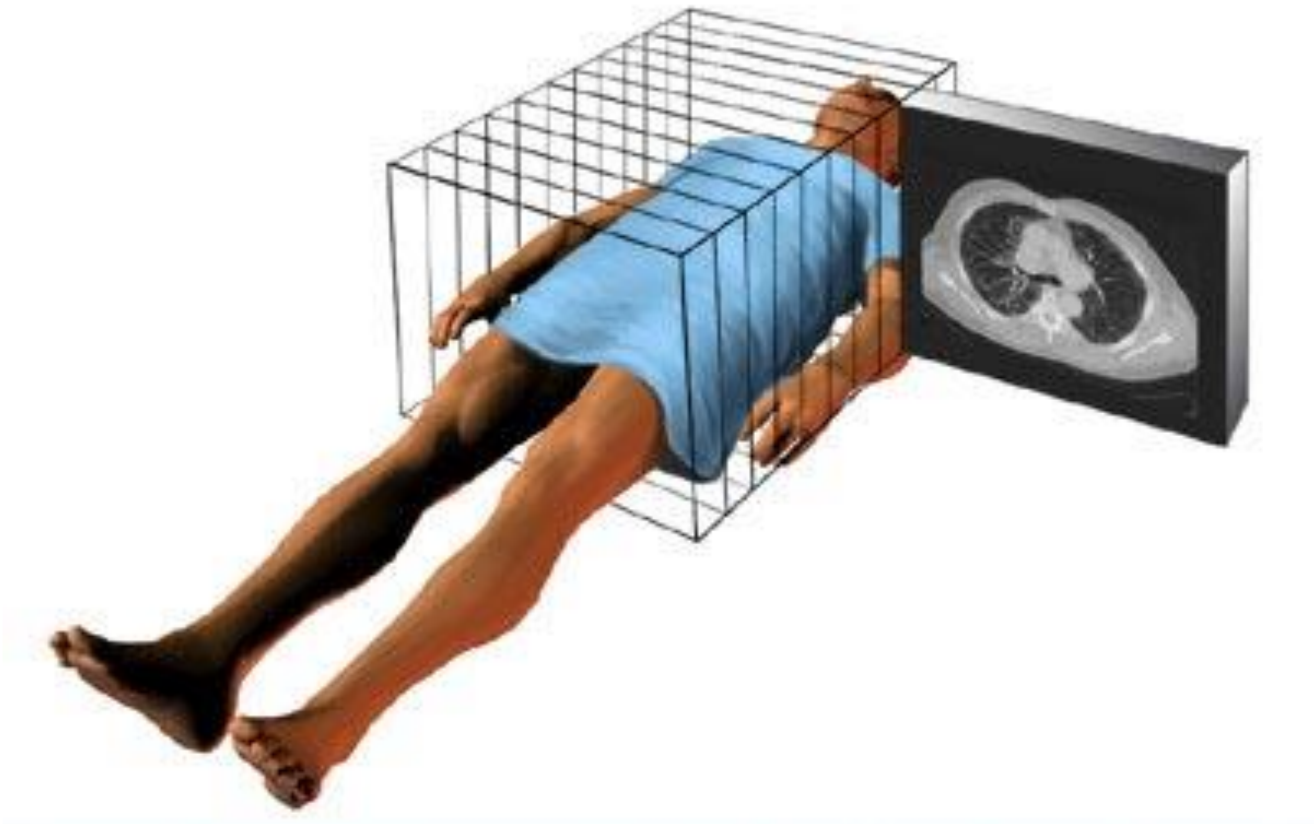
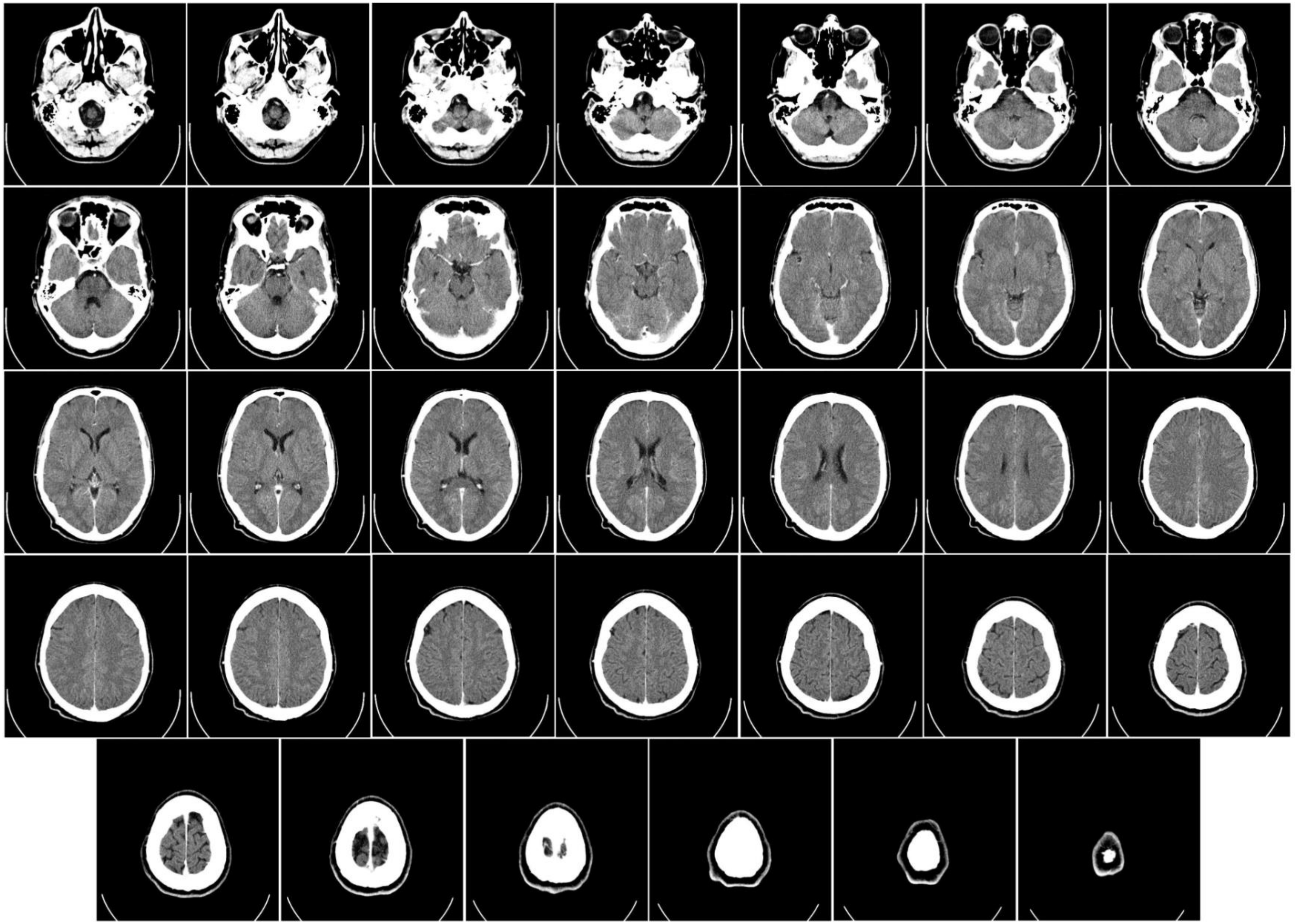
Volume Data Generation

Often obtained by scanning

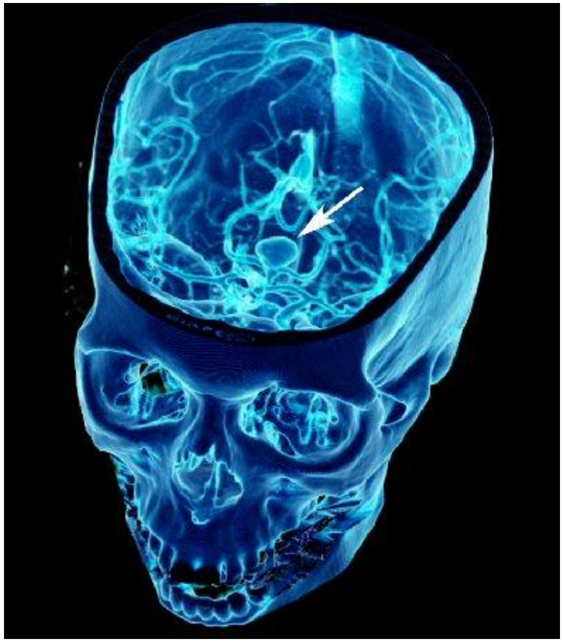
- for example, X-ray CT



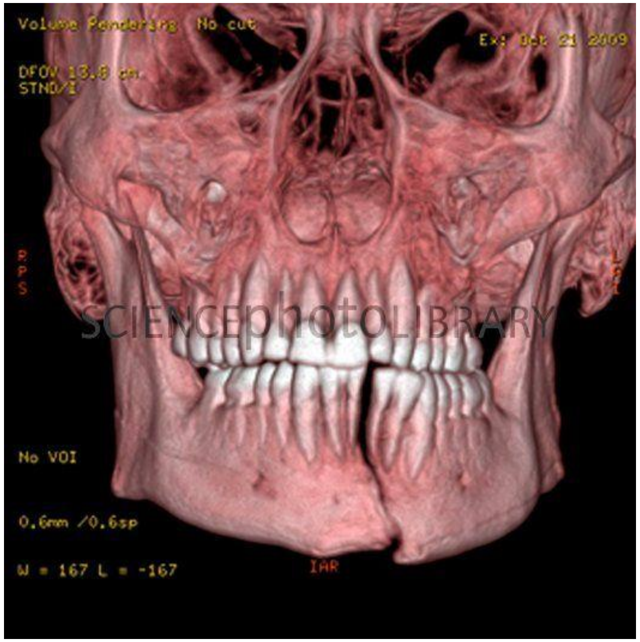
Volume Data – 2D Slice View



Volume Data – 3D Rendered View



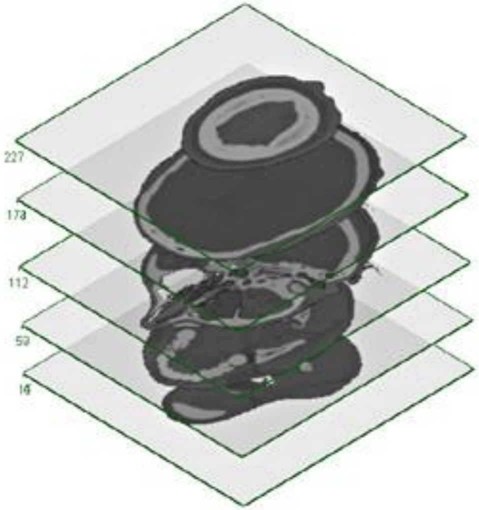
aneurism



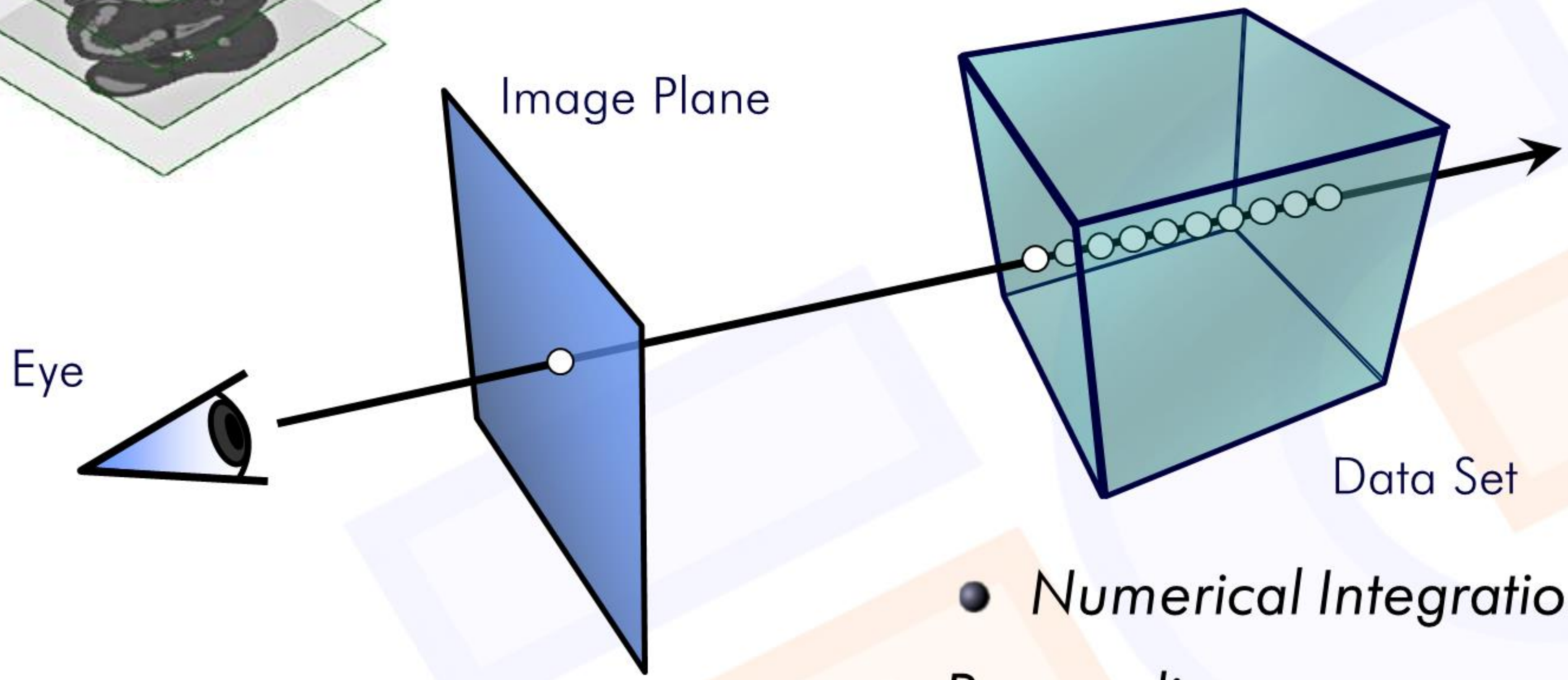
broken jaw

carotid arteries

Which do you prefer: 2D or 3D

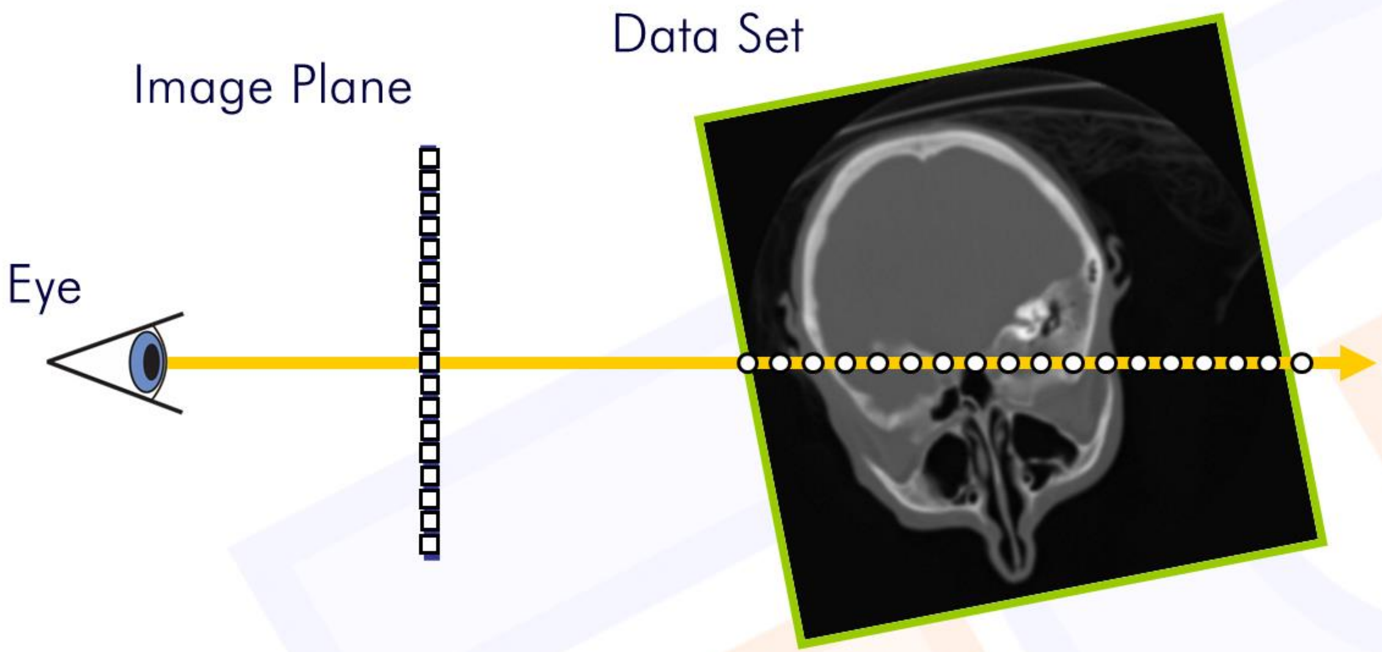


Raycasting Concept



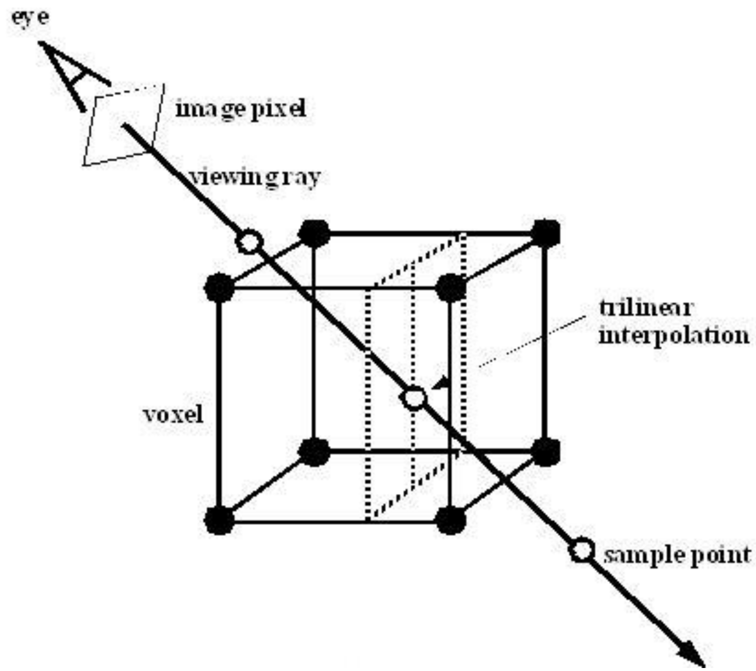
- *Numerical Integration*
- *Resampling*

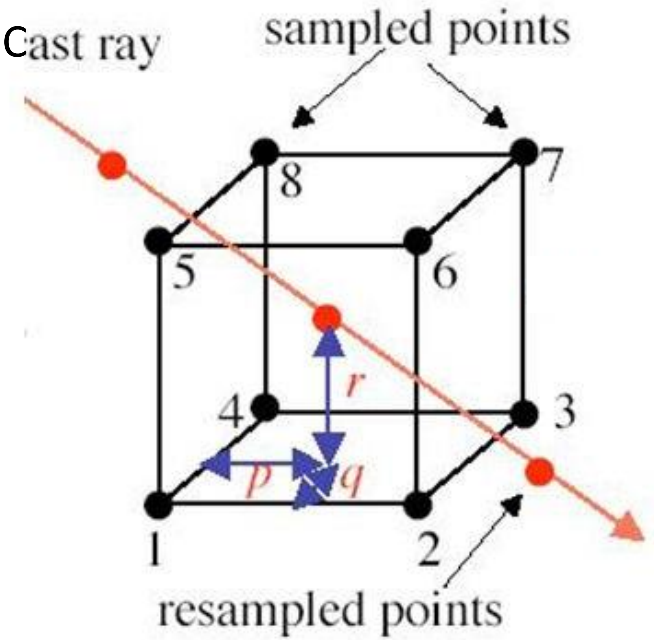
Sampling Along the Ray



Estimate sample values via *interpolation*

Sampling via Trilinear Interpolation

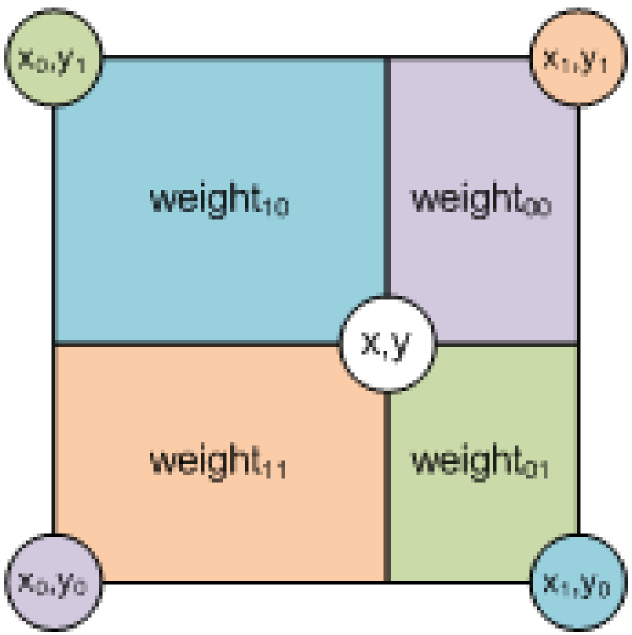




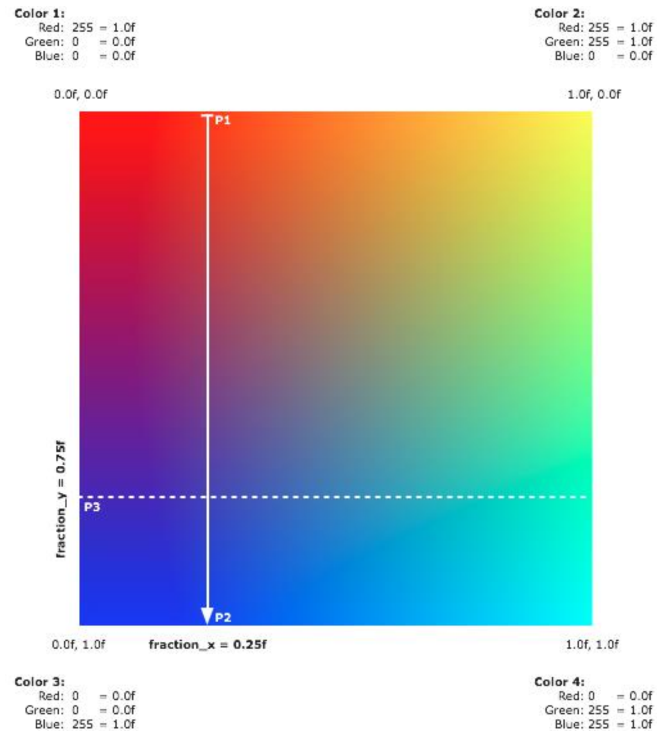
$$f_v = f_1(1-p)(1-q)(1-r) + f_2(p)(1-q)(1-r) + f_3(p)(q)(1-r) + f_4(1-p)(q)(1-r) + f_5(1-p)(1-q)(r) + f_6(p)(1-q)(r) + f_7(p)(q)(r) + f_8(1-p)(q)(r)$$

What Does This Exactly Mean?

Here is what it looks like in 2D for bi-linear interpolation



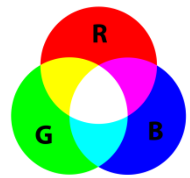
weights



interpolation result within one cell

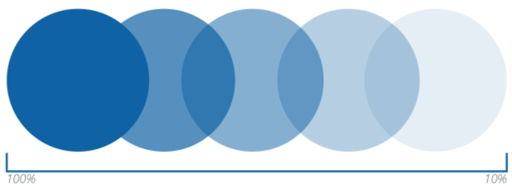
Transparency and Opacity

We learned about RGB

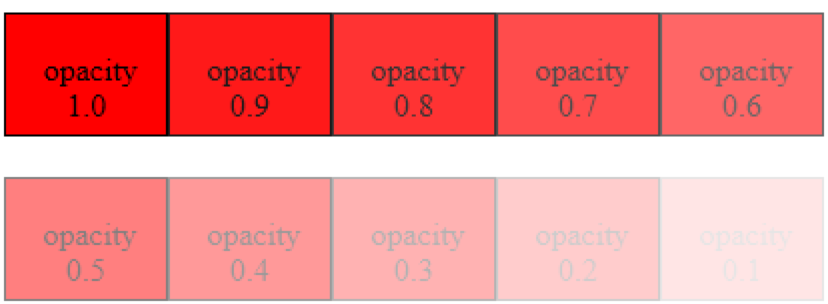


There is one more channel – opacity (A)

- gives RGBA color
- opacity (A) = 1 – transparency (T)
- range [0.0 … 1.0]



Opacity (A) multiplied by RGB creates a weighting effect



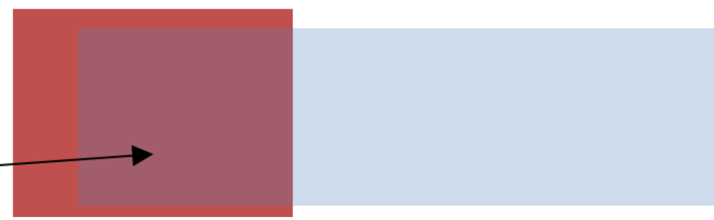
Opacity and Color Blending

$$C_{mix} = C_{back}A_{back}(1 - A_{front}) + C_{front}A_{front}$$

$$C_{mix} = C_R A_R (1 - A_B) + C_B A_B$$

$T_R = 0.00$, $A_R = 1.00$

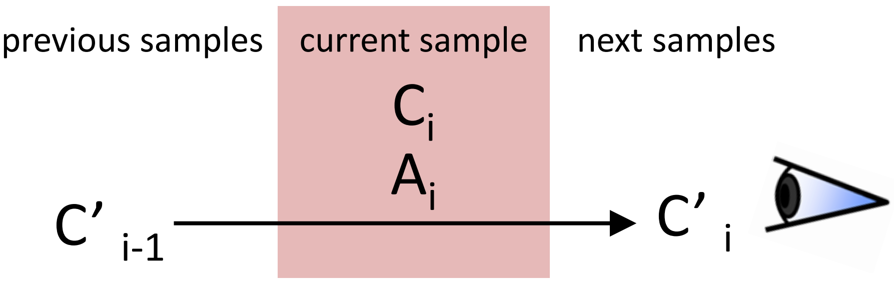
$C = R \cdot 0.75 + B \cdot 0.25$



$T_B = 0.75$
$A_B = 0.25$

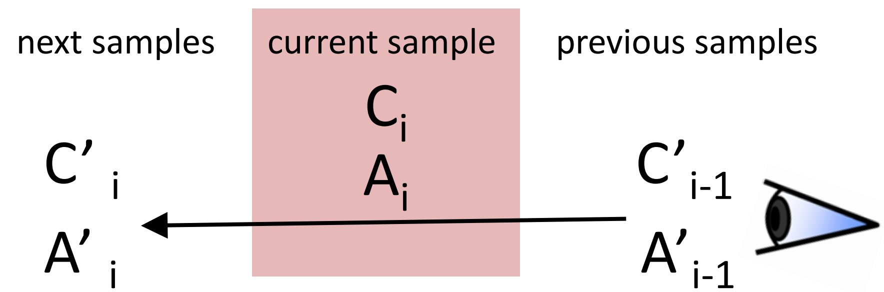
Compositing – Merging the Samples

Back-to-front rendering



$$C'_i = C_i A_i + (1 - A_i) C'_{i-1}$$

Front-to-back rendering



$$C'_i = C'_{i-1} + (1 - A'_{i-1}) C_i A_i$$

$$A'_i = A'_{i-1} + (1 - A'_{i-1}) A_i$$

A: Opacity = 1- Transparency = 1 - T

C: Color

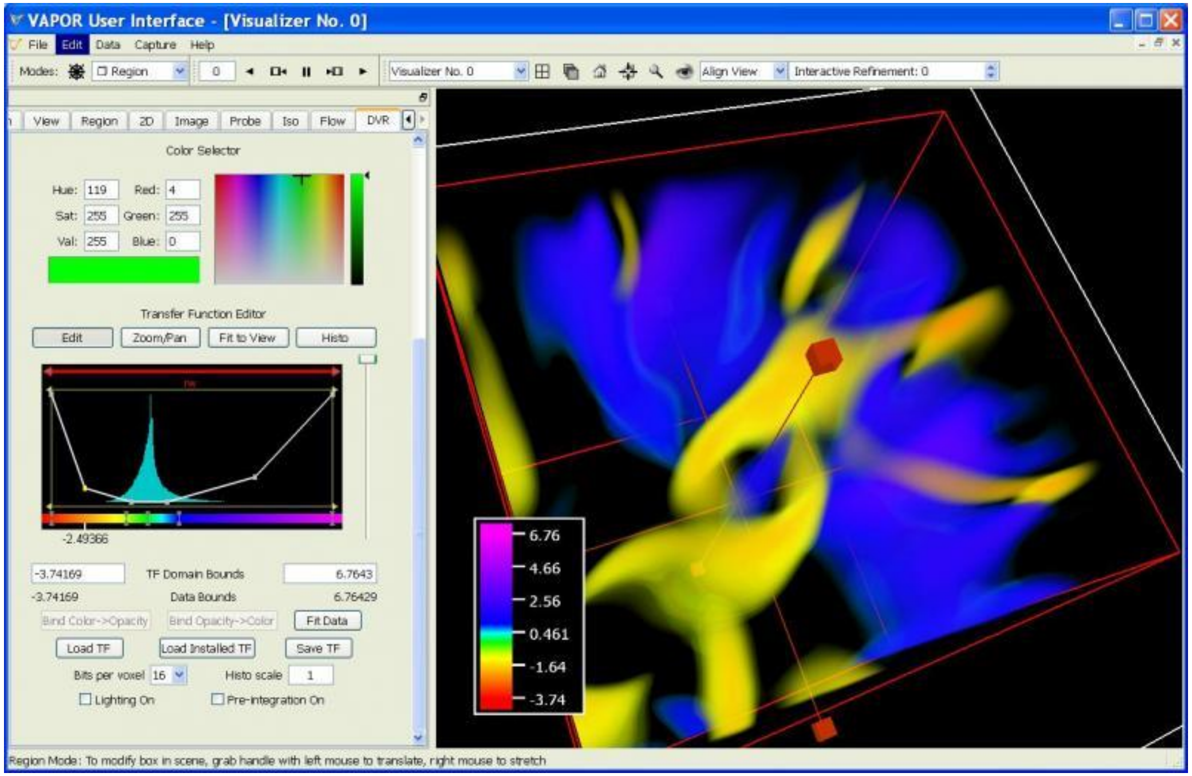
Transfer Function

Determines what color & opacity a sample value should have

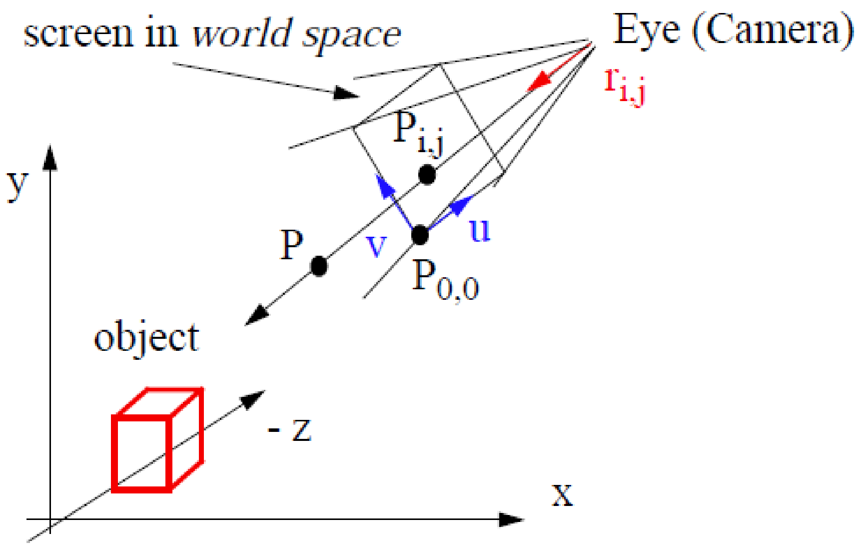
- input: an interpolated density value
- output: a color and opacity (RGBA)

rendering

transfer function



RAYCASTING SPECIFICS



A ray is specified by:

- eye position (Eye)
- screen pixel location $P_{i,j}$

$\rightarrow$ ray direction vector ($r_{i,j}$) of unit length

$$r_{i,j} = \frac{P_{i,j} - Eye}{\left|P_{i,j} - Eye\right|}$$

A point P on a ray is given by:

$$P = Eye + t \cdot r_{i,j}$$

t: parametric variable

Spacing of pixels on image plane:

$$\Delta i = \frac{W}{Ni - 1} \qquad \Delta j = \frac{H}{Nj - 1}$$

Ni, Nj: image dims. in pixels

Image-order projection:

- scan the image row by row, column by column:

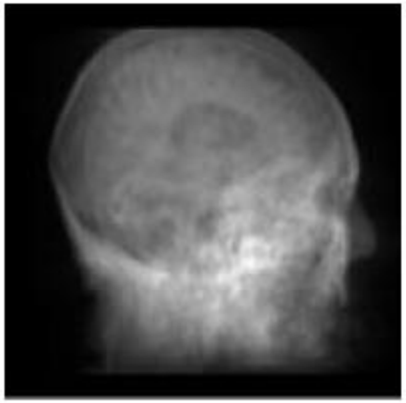
$$P_{i,j} = P_{0,0} + i \cdot v \cdot \Delta j + j \cdot u \cdot \Delta i$$

- $P_{i,j}$: Location of image pixel (i, j) in world space

  $0 \le i < Ni \quad 0 \le j < Nj$

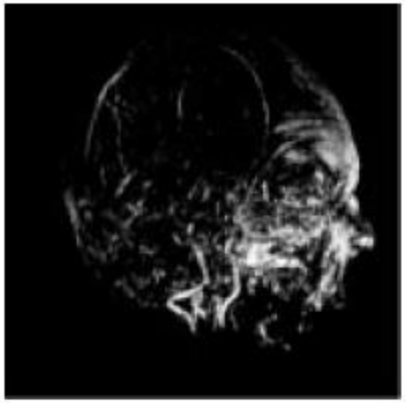
- $P_{0,0}$: image (=screen) origin in world space
- u, v, n: orthonormal image plane vectors ($n = v \times u$)

Volume Rendering Modes

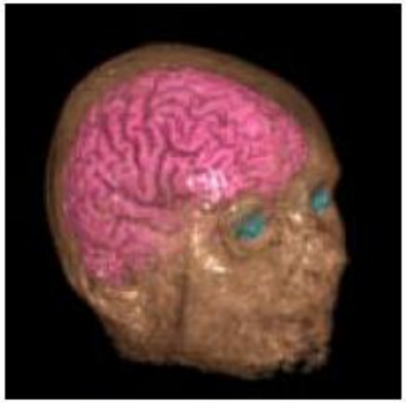


X-ray:
rays sum volume con-
tributions along their
linear paths

Iso-surface:
rays look for the object
surfaces, defined by a cer-
tain volume value



Maximum Intensity Pro-
jection (MIP):
a pixel value stores th
largest volume value
along its ray



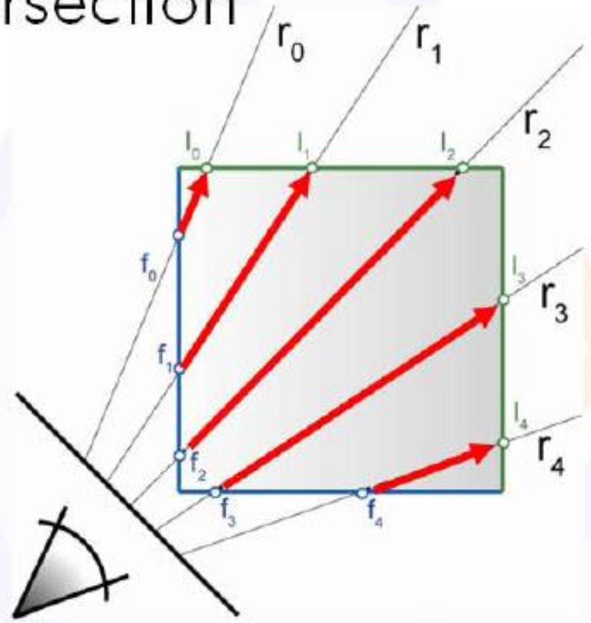
Full volume rendering:
rays *composite* volume
contributions along their
linear paths

Practical Implementation

- Everything handled in the fragment shader
- Procedural ray / bounding box intersection

- Ray is given by camera position and volume entry position
- Exit criterion needed

- Pro: simple and self-contained
- Con: full load on the fragment shader



GPU Program

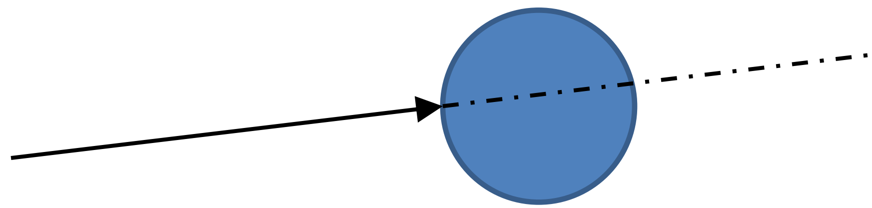
- Rasterize front faces of volume bounding box
- Texcoords are volume position in [0,1]
- Subtract camera position
- Repeatedly check for exit of bounding box

```
// Cg fragment shader code for single-pass ray casting
float4 main(VS_OUTPUT IN, float4 TexCoord0 :  TEXCOORD0,
            uniform sampler3D SamplerDataVolume,
            uniform sampler1D SamplerTransferFunction,
            uniform float3 camera,
            uniform float stepsize,
            uniform float3 volExtentMin,
            uniform float3 volExtentMax
            ) :  COLOR
{
    float4 value;
    float scalar;
    // Initialize accumulated color and opacity
    float4 dst =  float4(0,0,0,0);
    // Determine volume entry position
    float3 position = TexCoord0.xyz;
    // Compute ray direction
    float3 direction = TexCoord0.xyz - camera;
    direction = normalize(direction);
    // Loop for ray traversal
    for (int i = 0; i < 200; i++)  // Some large number
    {
        // Data access to scalar value in 3D volume texture
        value = tex3D(SamplerDataVolume, position);
        scalar = value.a;
        // Apply transfer function
        float4 src = tex1D(SamplerTransferFunction, scalar);
        // Front-to-back compositing
        dst = (1.0-dst.a) * src + dst;
        // Advance ray position along ray direction
        position = position + direction * stepsize;
        // Ray termination:  Test if outside volume ...
        float3 temp1 = sign(position - volExtentMin);
        float3 temp2 = sign(volExtentMax - position);
        float inside = dot(temp1, temp2);
        // ...  and exit loop
        if (inside < 3.0)
            break;
    }
    return dst;
}
```

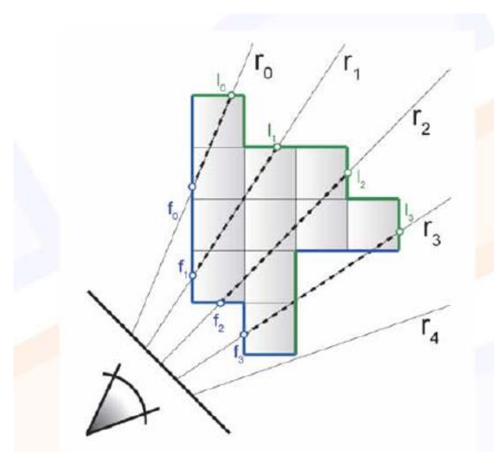
QUESTIONS

Why is front-to-back rendering better?

- early ray termination – terminate a ray when A>0.90

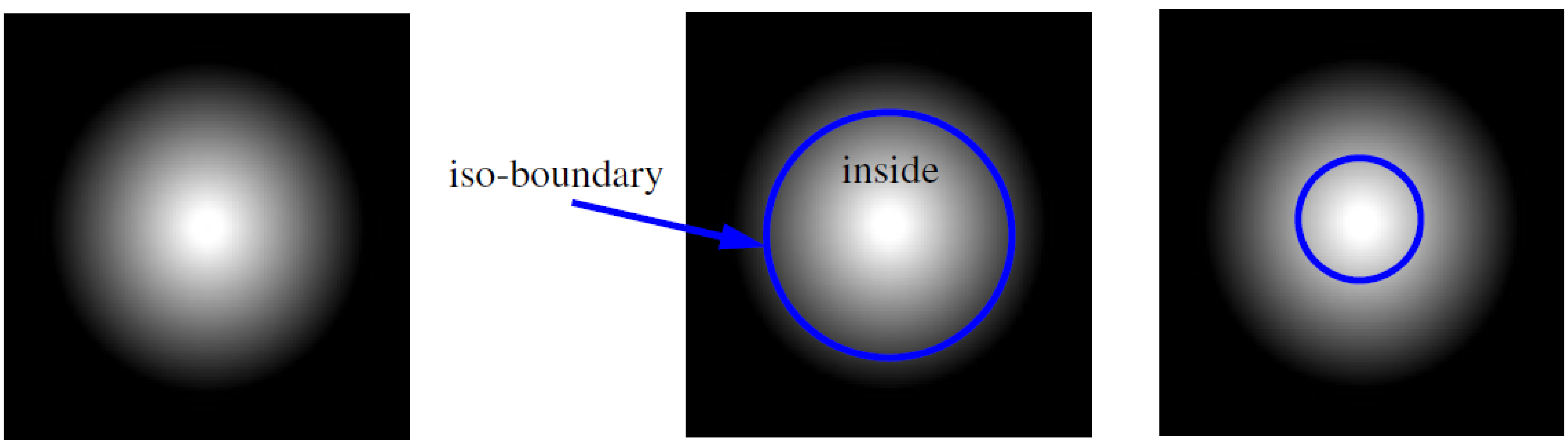


- empty-space skipping – jump across empty space quickly



Iso-Surface Rendering

- A closed surface separates 'outside' from 'inside' (Jordan theorem)
- In iso-surface rendering we say that all voxels with values > some threshold are 'inside', and the others are 'outside'
- The boundary between 'outside' and 'inside' is the *iso-surface*
- All voxels near the iso-surface have a value close to the *iso-threshold* or *iso-value*
- Example:



cross-section of a smooth sphere

iso-value = 50
will render a large sphere

iso-value = 200
will render a small sphere

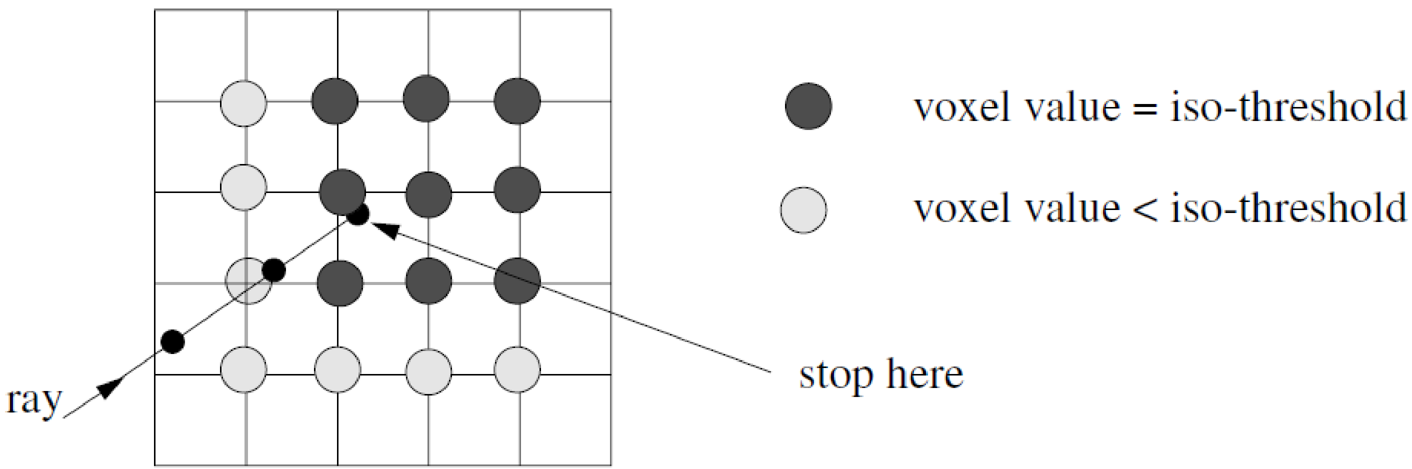
Iso-Surface Rendering

iso-value = 30 iso-value = 80 iso-value = 200

Iso-Surface Rendering – Details

- To render an iso-surface we cast the rays as usual...

  but we stop, once we have interpolated a value   iso-threshold

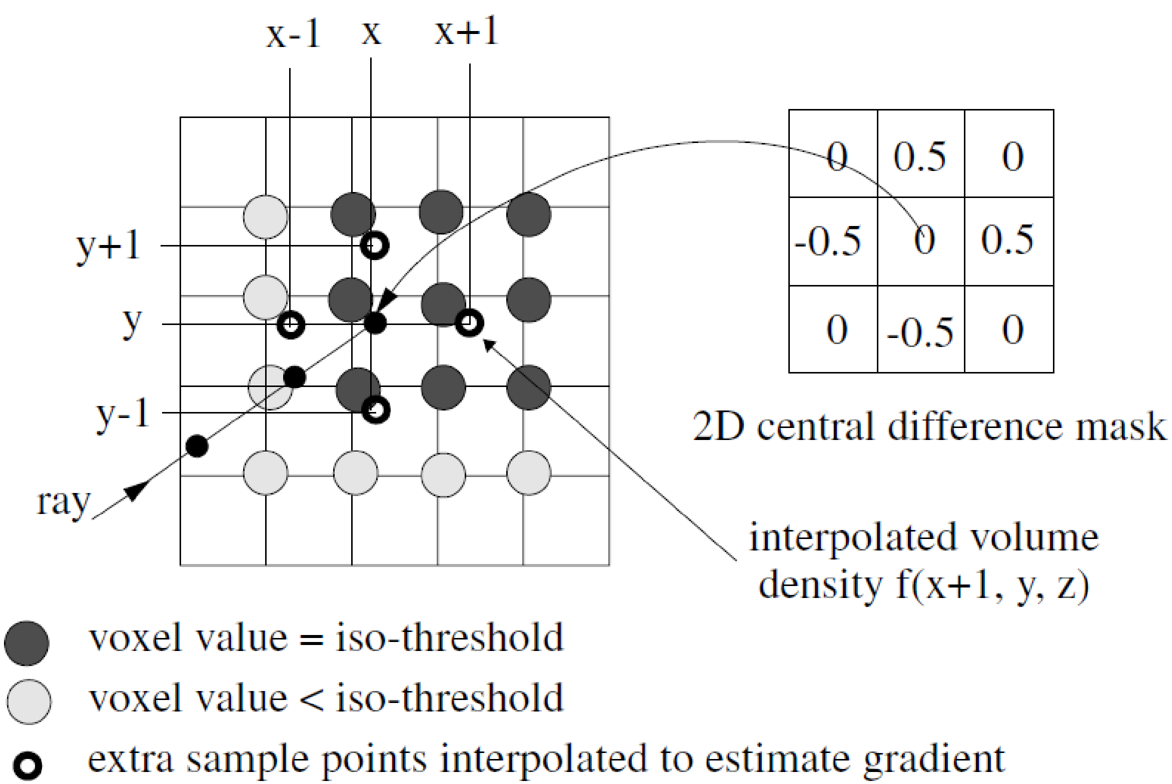


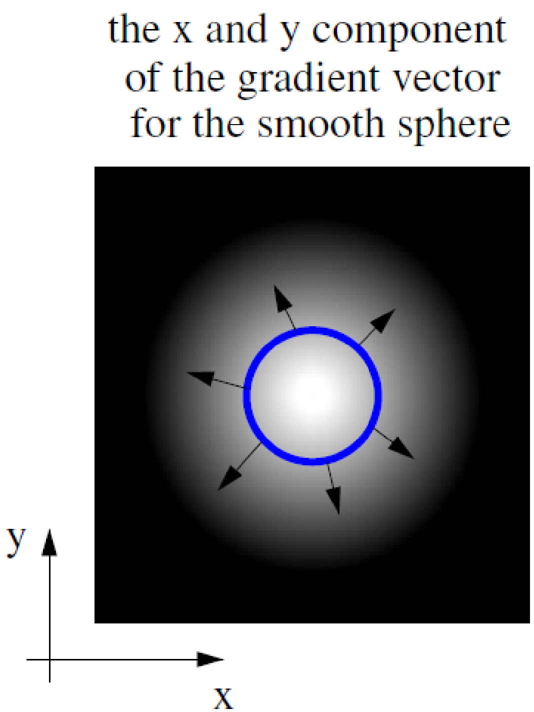
- We would like to illuminate (shade) the iso-surface based on its orientation to the light source
- Recall that we need a normal vector for shading
- The normal vector N is the local gradient, normalized

The Gradient Vector

- The gradient vector $\mathbf{g}=(g_x, g_y, g_z)^T$ at the sample position (x, y, z) is usually computed via central-differencing (for example, g_x is the volume density gradient in the x-direction):

$$g_x = \frac{f(x-1,y,z) - f(x+1,y,z)}{2} \qquad g_y = \frac{f(x,y-1,z) - f(x,y+1,z)}{2} \qquad g_z = \frac{f(x,y,z-1) - f(x,y,z+1)}{2}$$



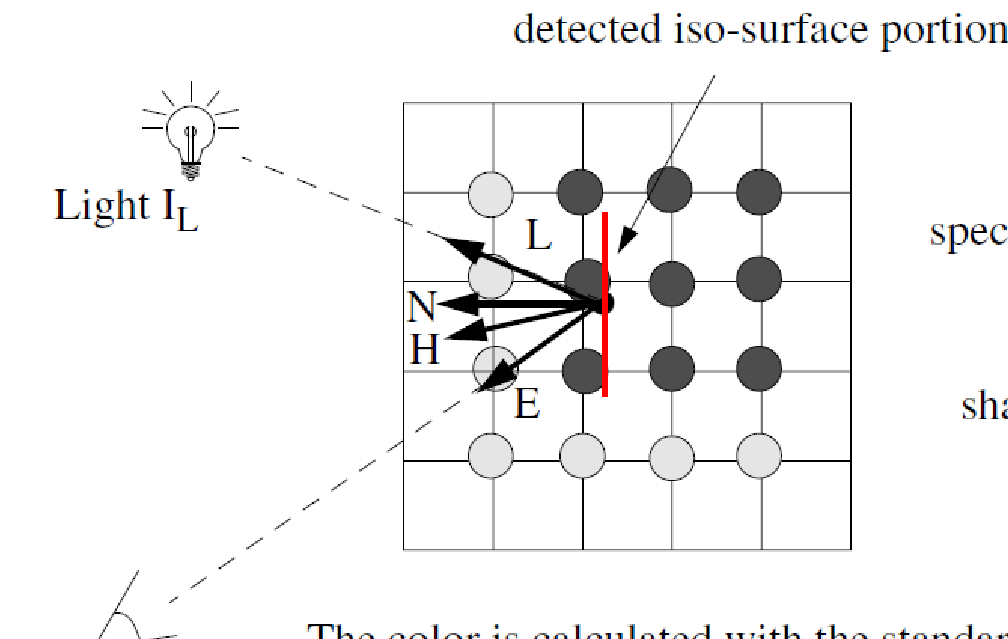


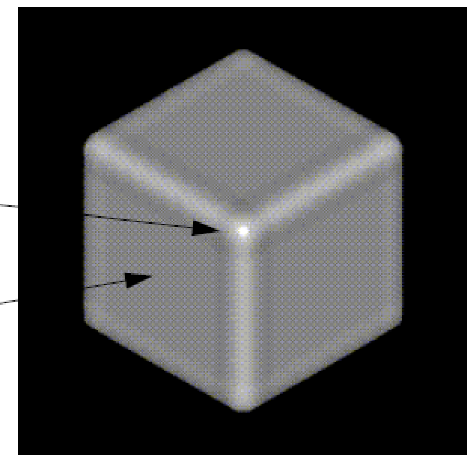
Shading the Iso-Surface

- The normal vector is the *normalized* gradient vector g

  N = g / |g| (normal vector always has unit length)

- Once the normal vector has been calculated we shade the iso-surface at the sample point
- The color so obtained is then written to the pixel that is due to the ray





The color is calculated with the standard shading equation:

$$C = C_{obj} \, (k_a \, I_A + k_d \, I_L \, N \cdot L) + k_s \, I_L \, (H \cdot N)^{ns}$$

C_{obj} is obtained by indexing the color transfer function with the interpolated sample value

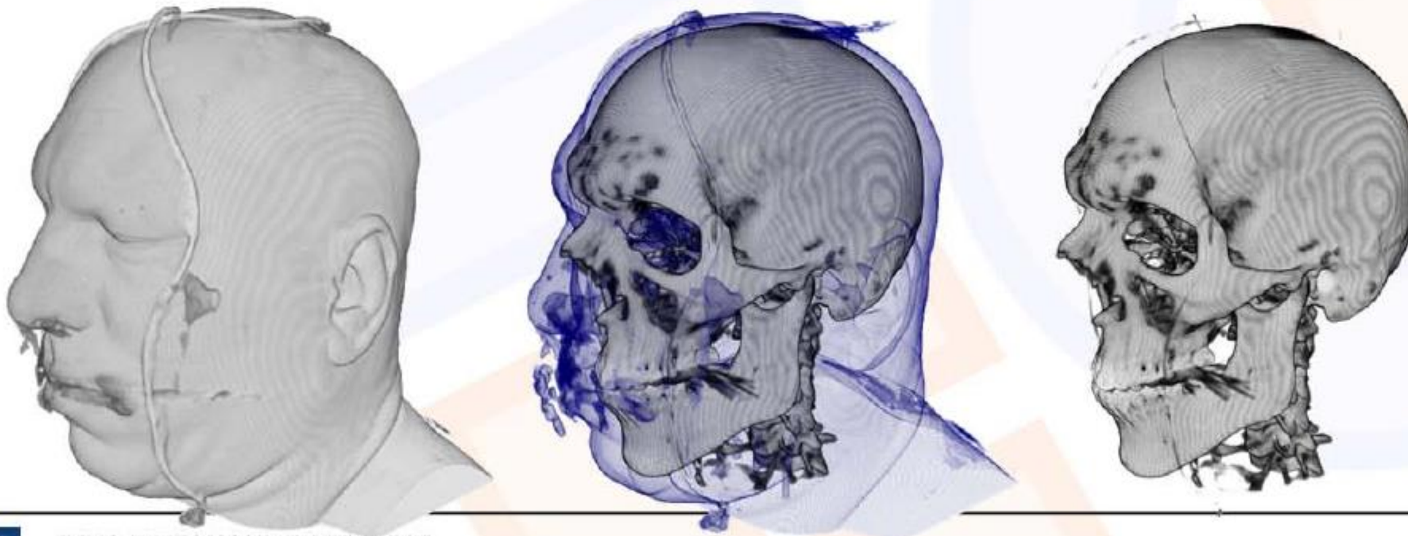
Full Volume Rendering

When hitting a surface set A< 1.0

- ray marches on
- inner structures can be seen

Classification

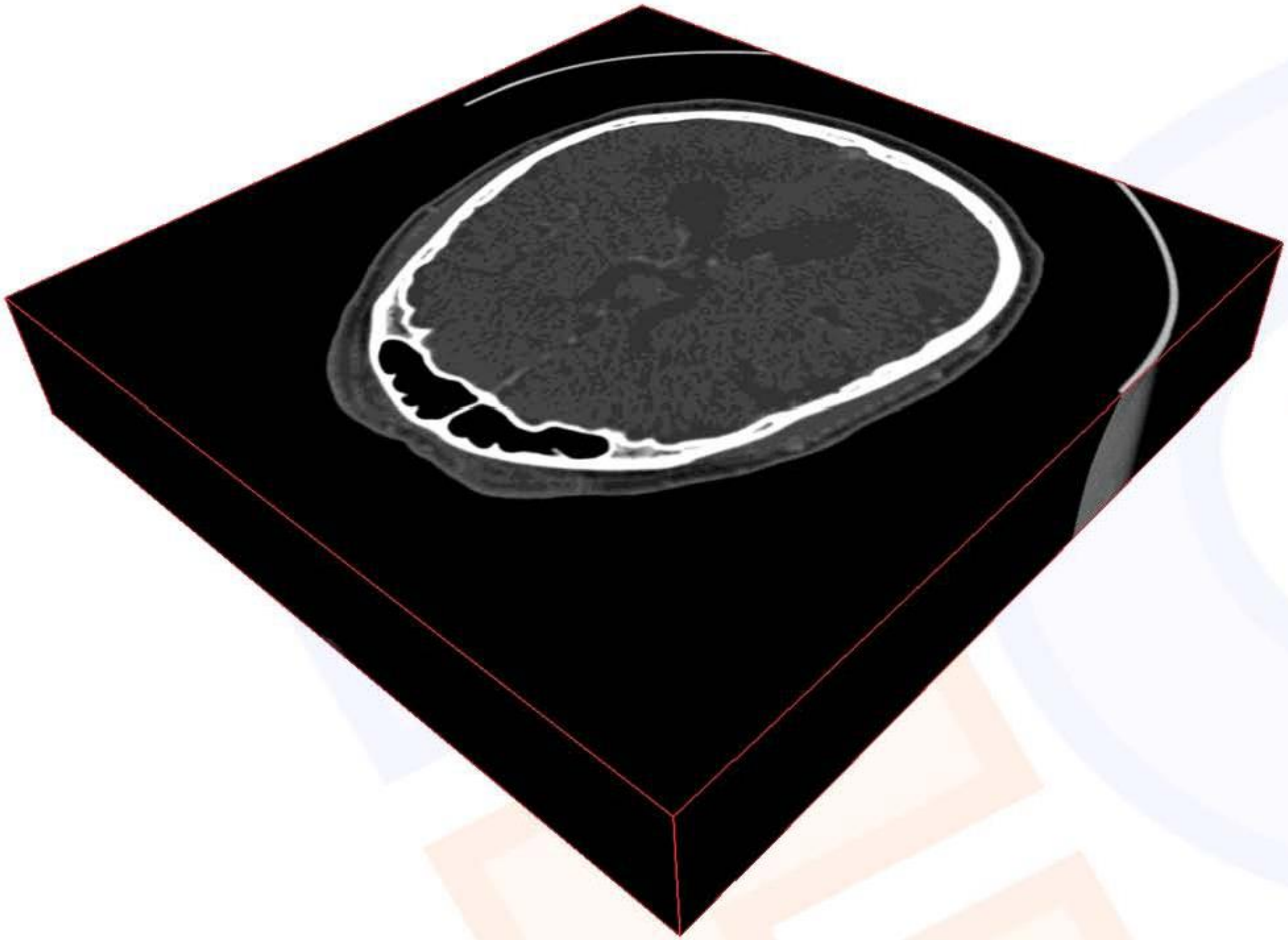
- During Classification the user defines the *„Look"* of the data.
  - Which parts are transparent?
  - Which parts have which color?



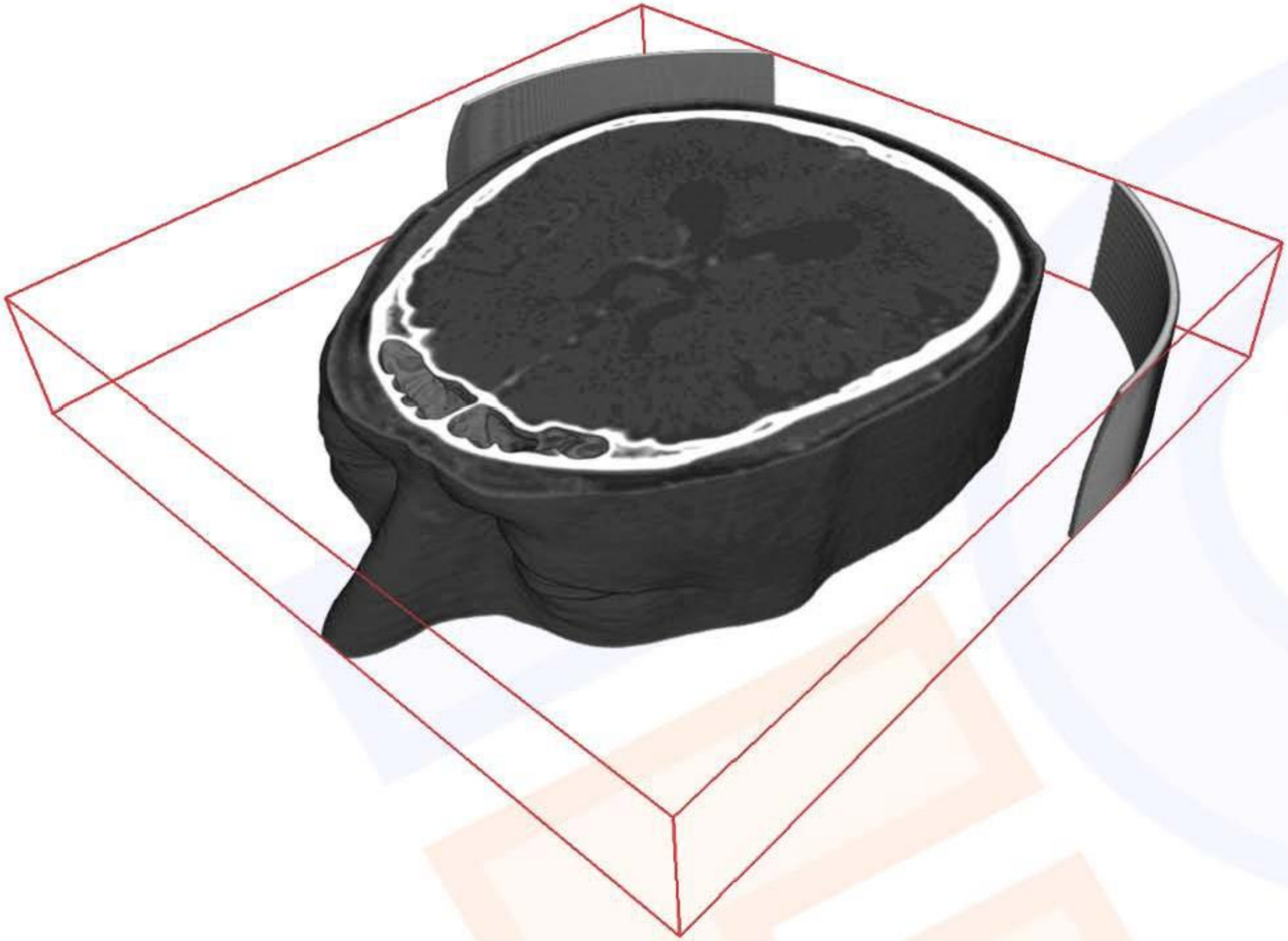
CLASSIFICATION

- During Classification the user defines the *„Look“* of the data.
  - Which parts are transparent?
  - Which parts have which color?
- The user defines a ***Transferfunction.***

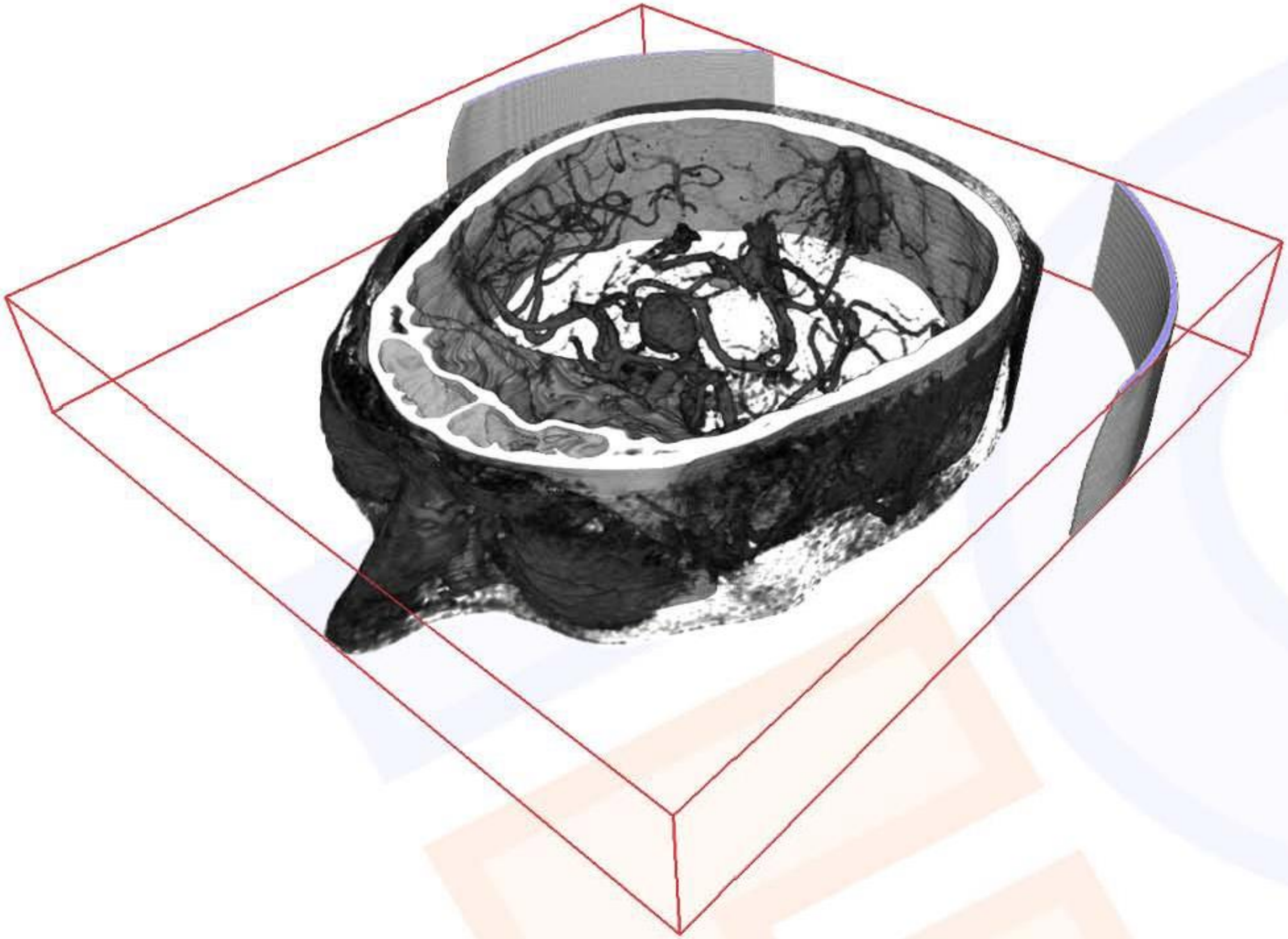
Classification



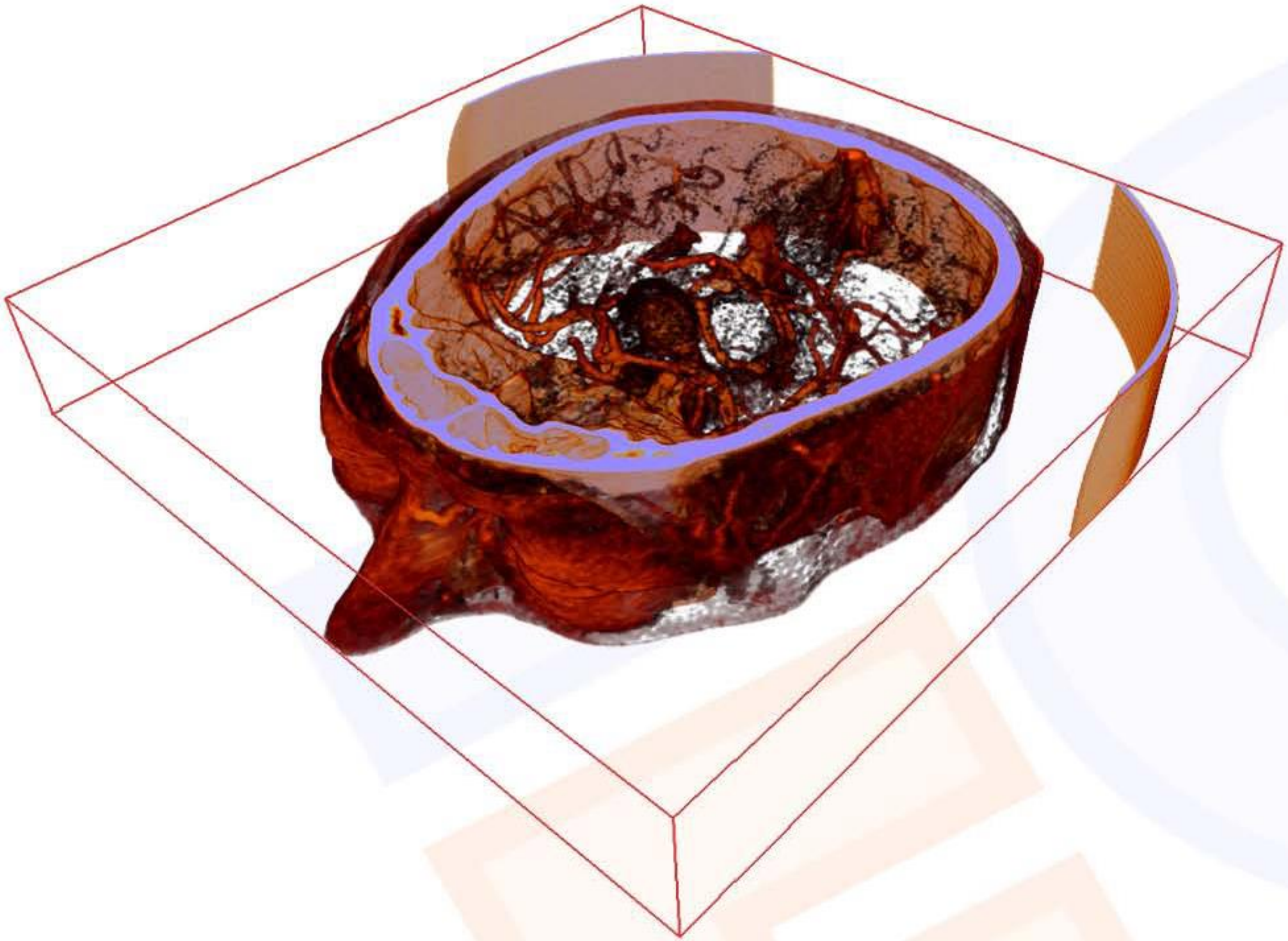
Classification



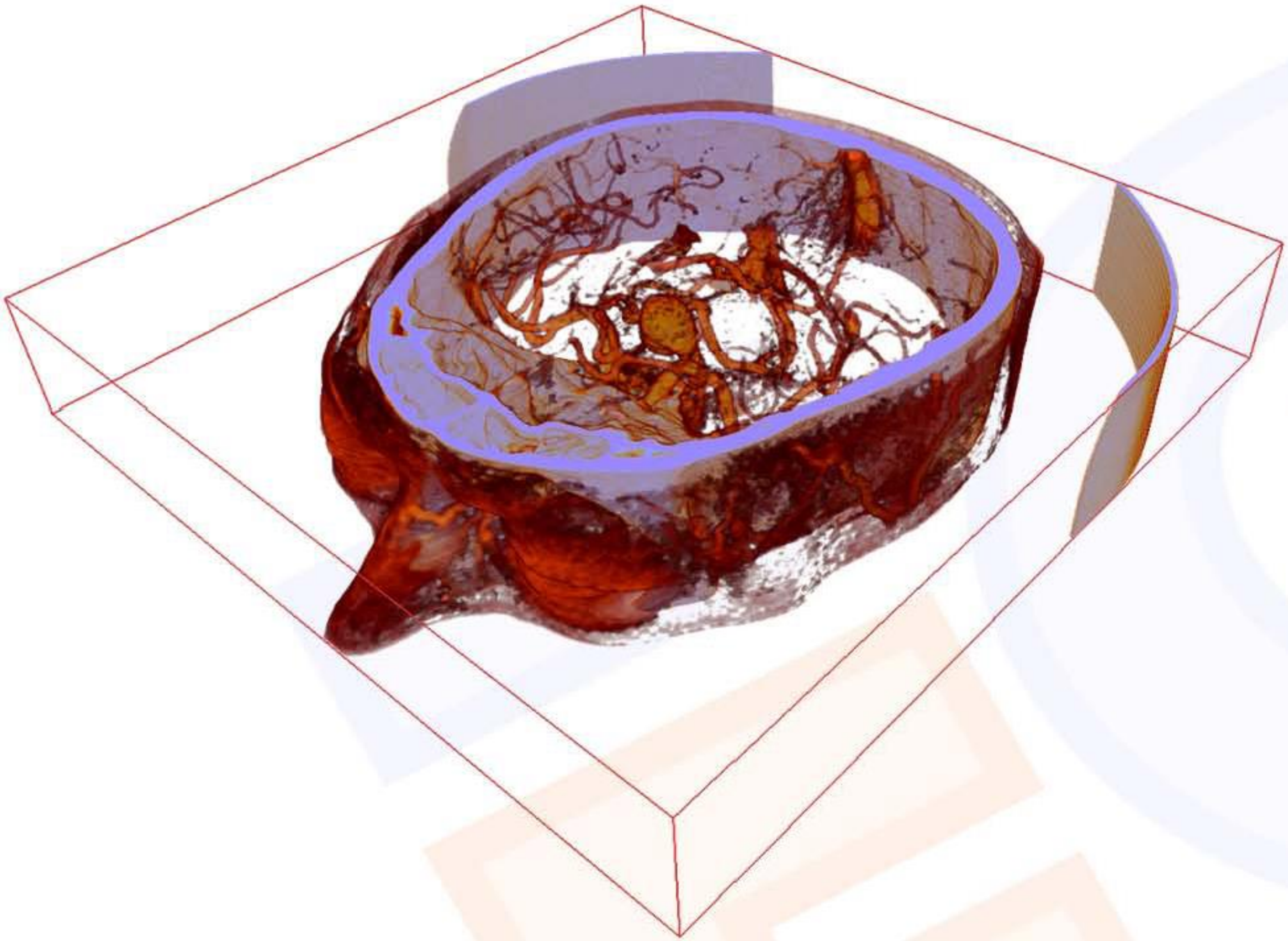
Classification



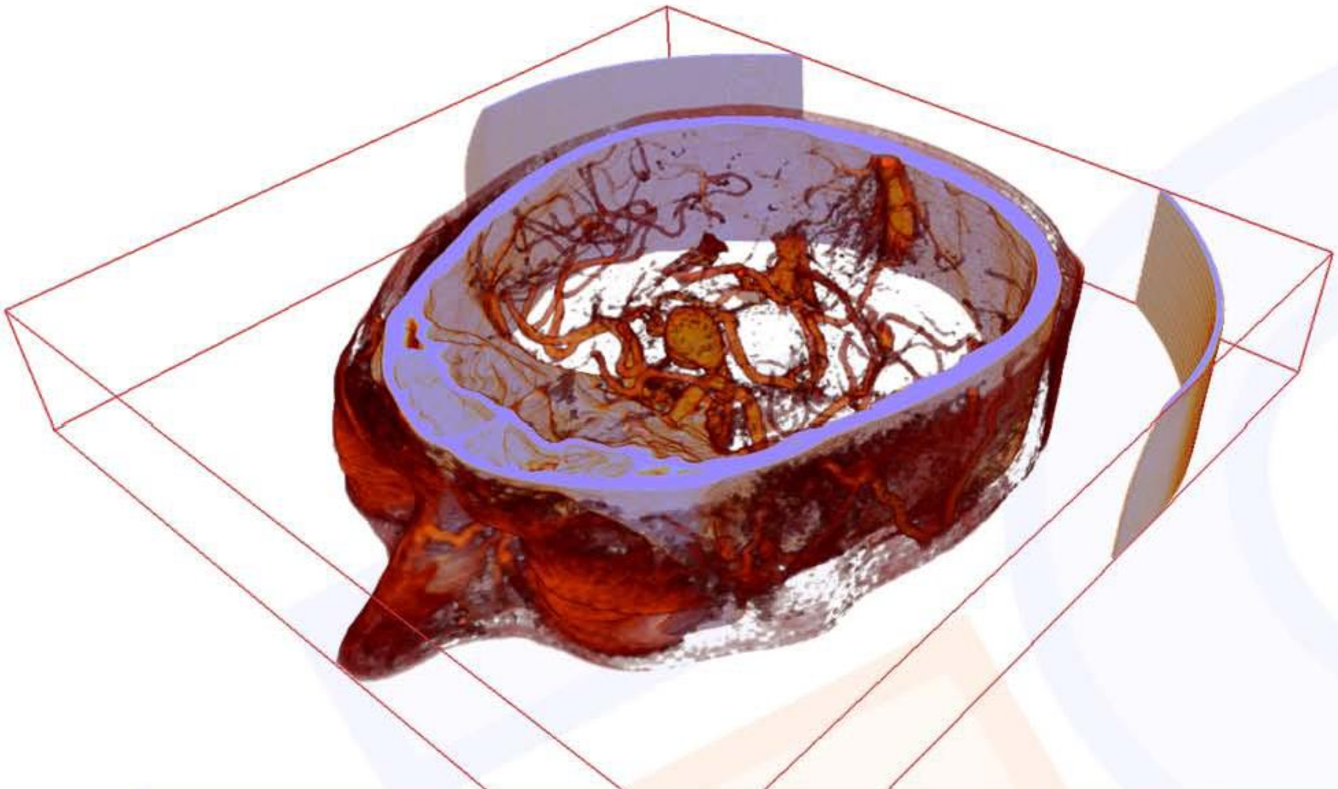
Classification



Classification

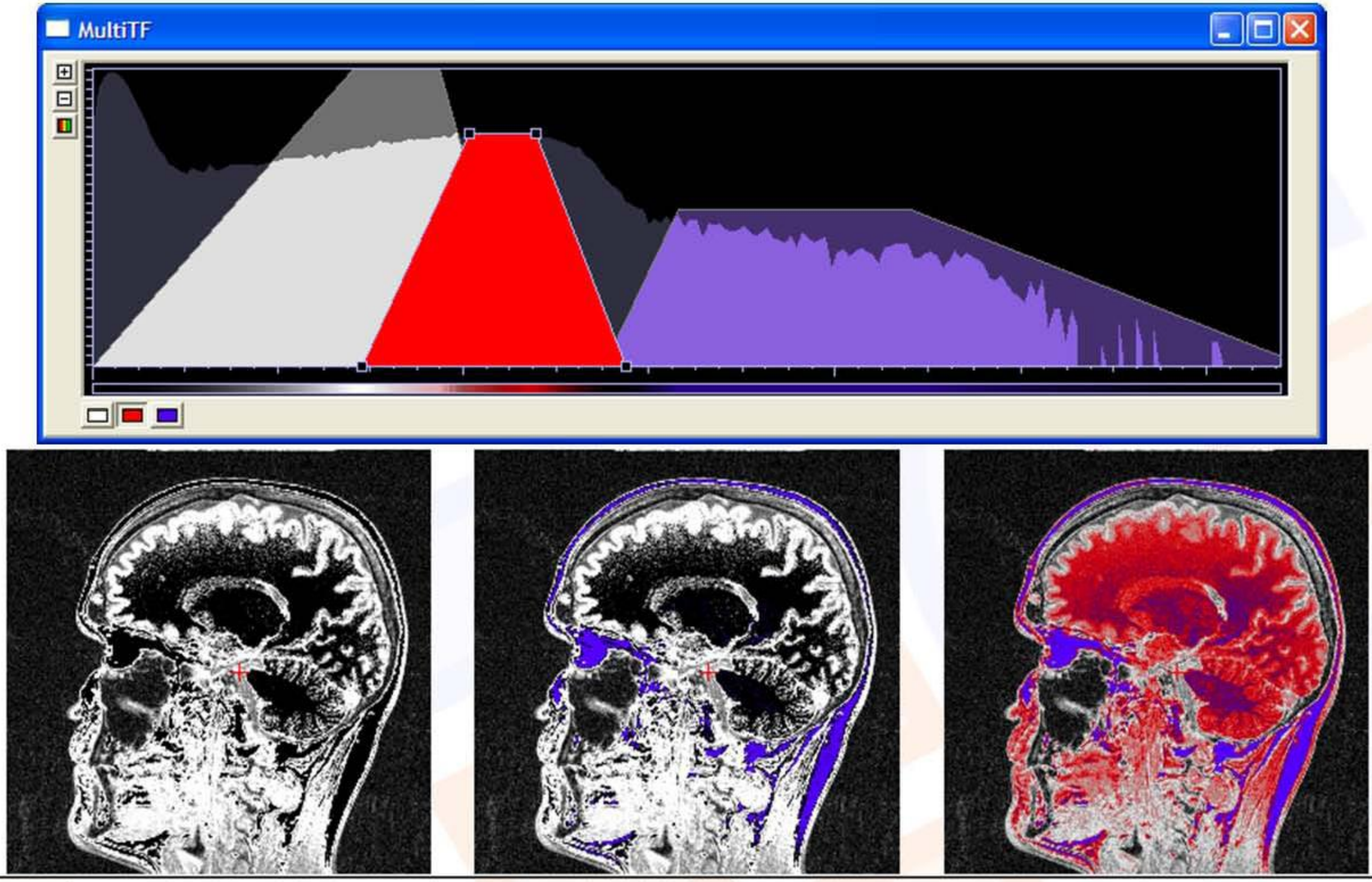


Classification

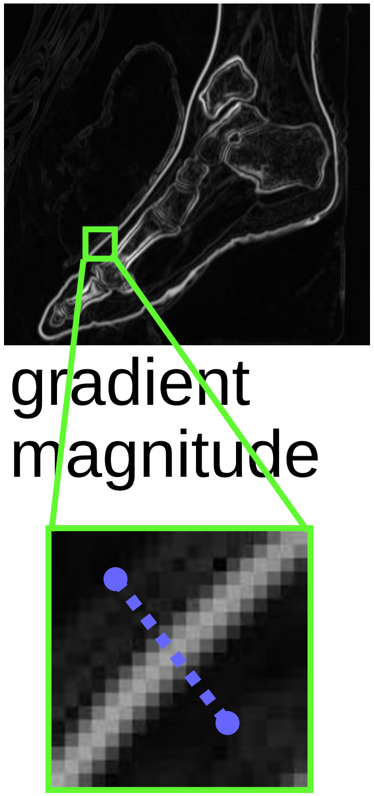


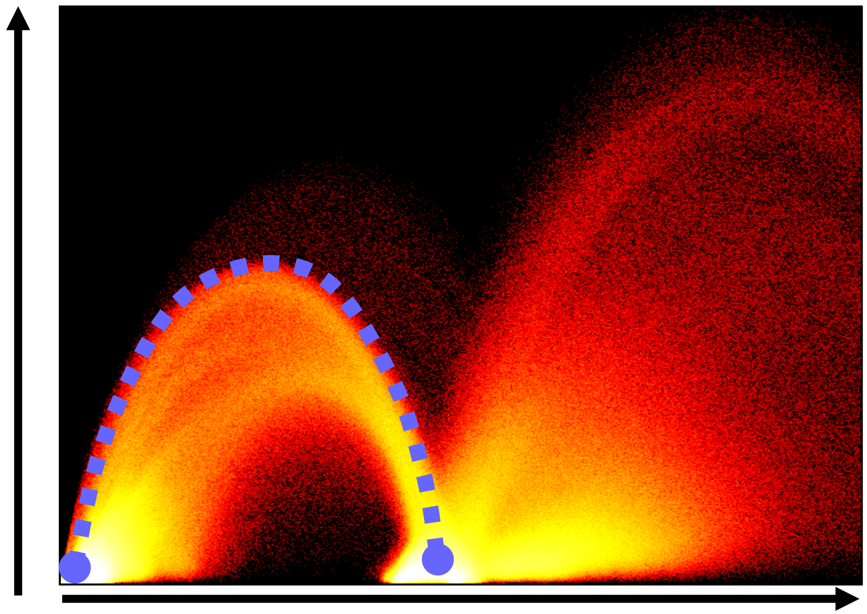
Real-Time update of the transfer function necessary!!!

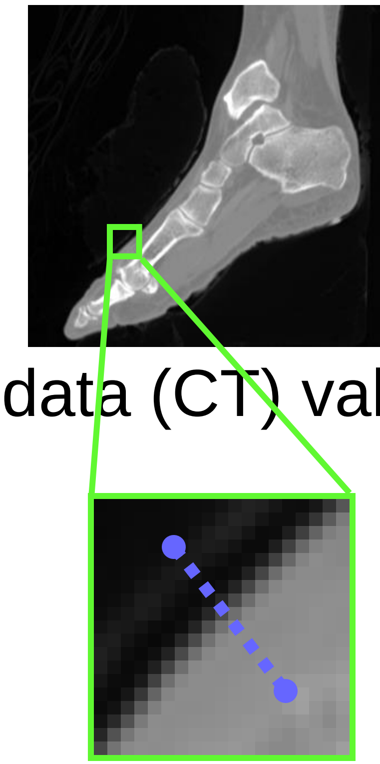
Classification



Transfer Functions: Multi-Dimensional



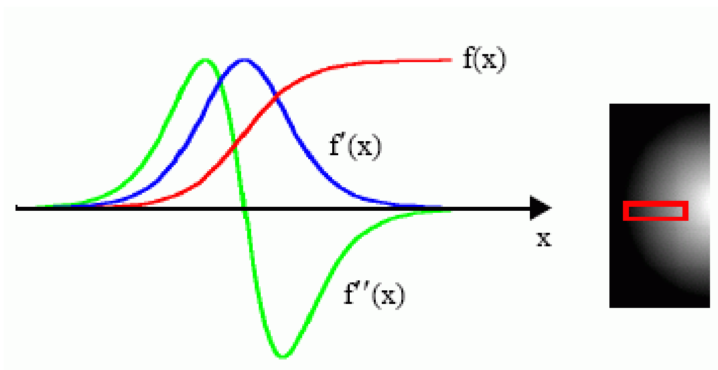




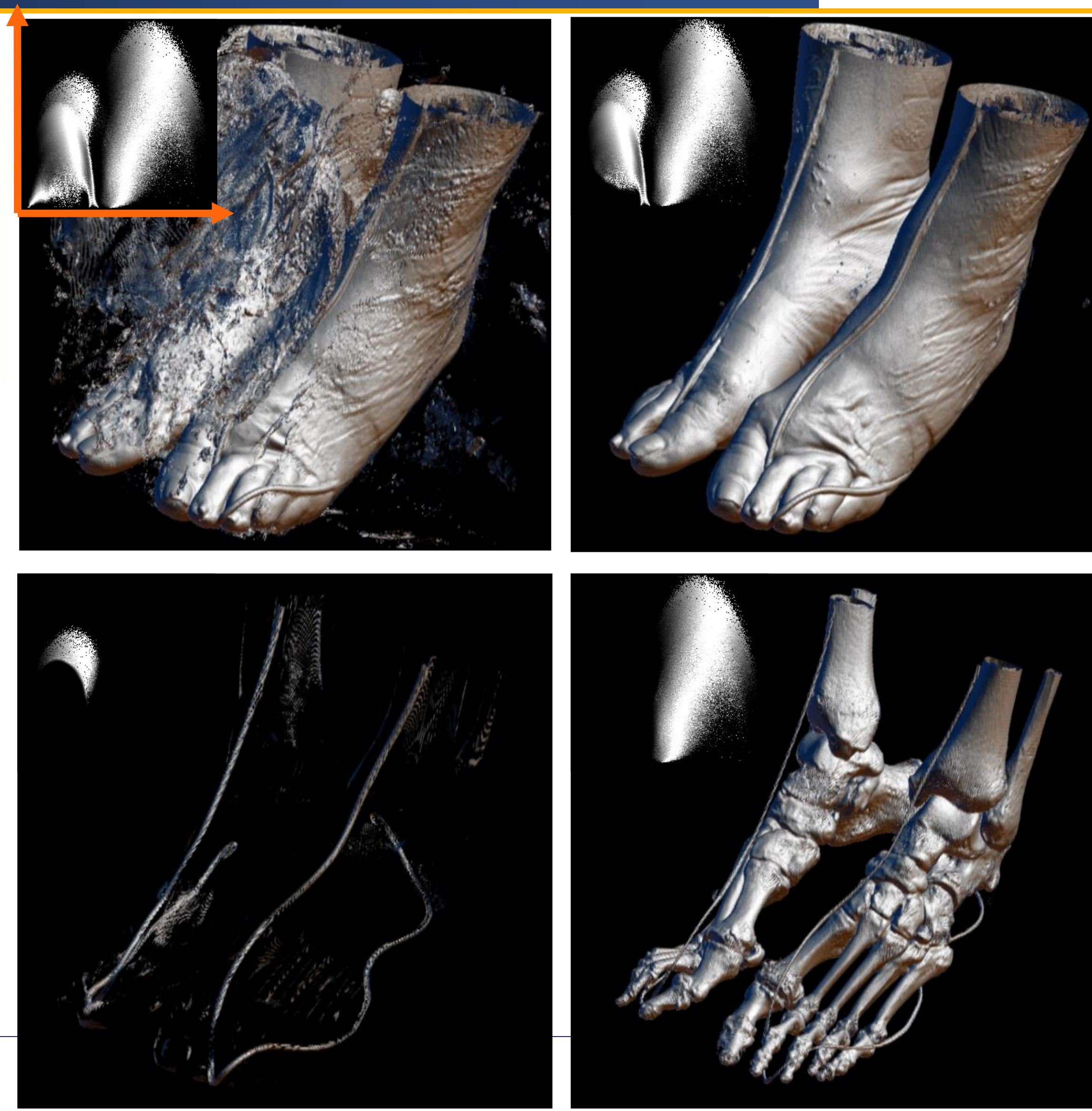
Boundaries in volume create **arches** in (value,gradient) domain [Kindlmann 98]

Arches guide placement of opacity to emphasize material interfaces [Kniss 01]

Transfer Functions: Multi-Dimensional



- Boundaries can be described in terms of:
  - maximum in 1st derivative
  - zero-crossing in 2nd derivative
- Semi-automatic classification possible in clean data

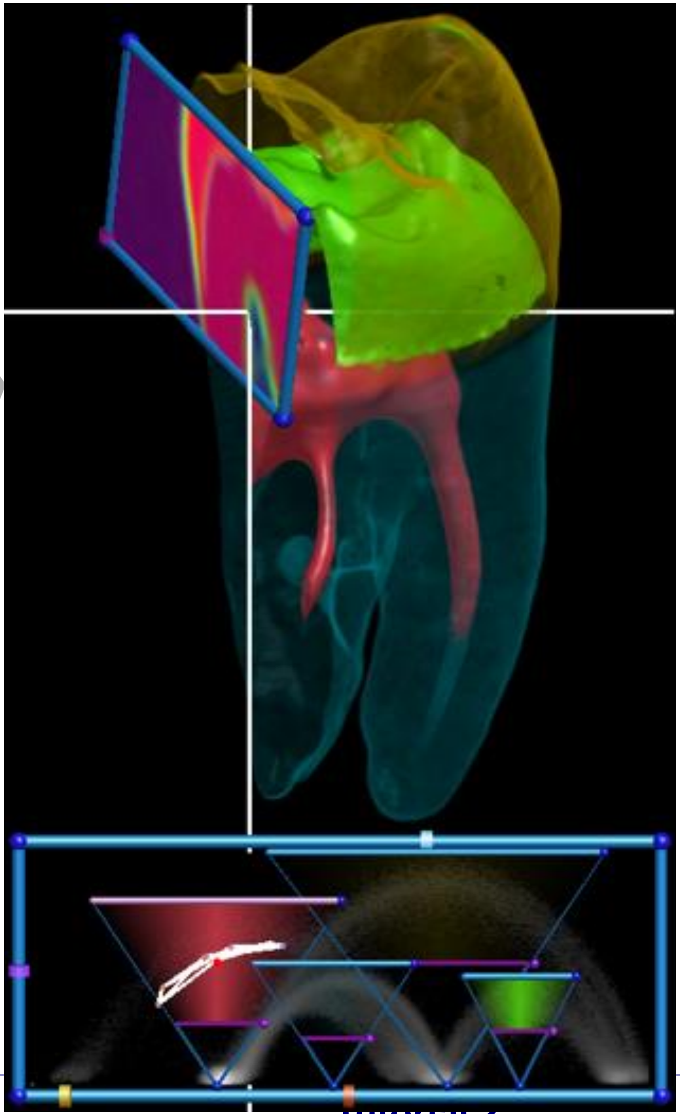


Transfer Functions: Multi-Dimensional

Dual-domain interaction:

[Kniss 01]

New Rendering



Make features opaque by pointing at them

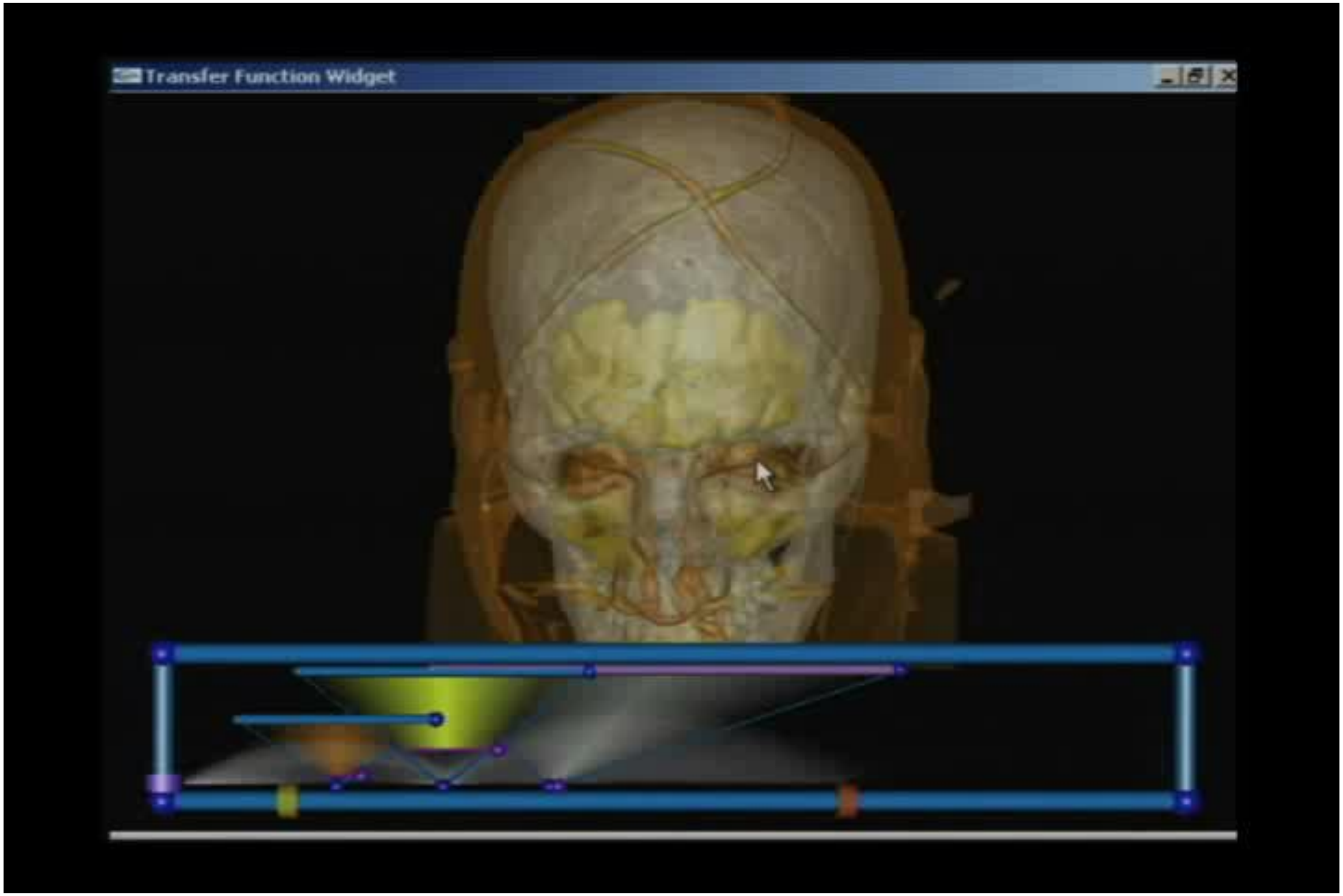
Actions in spatial domain

New transfer function

Changes to transfer function

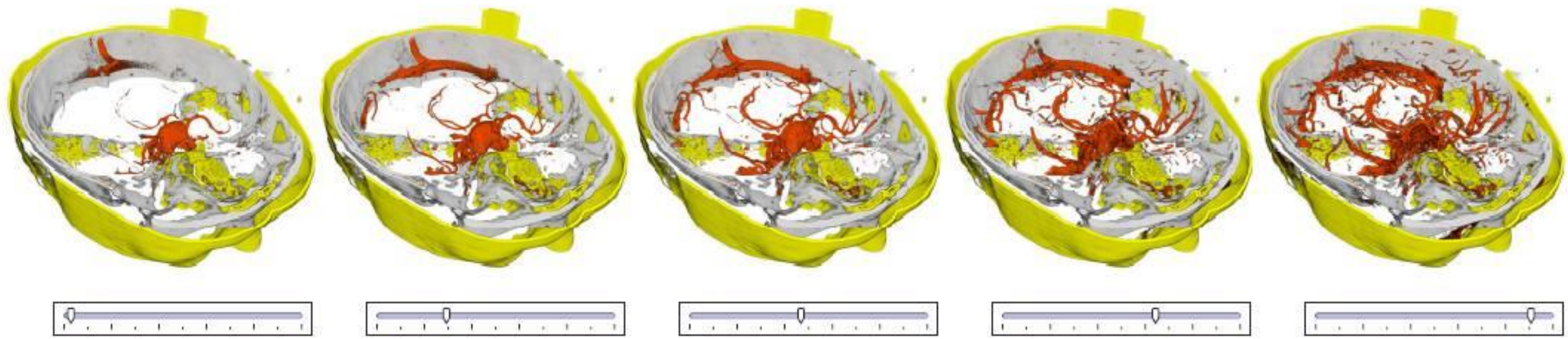
Multi-Dimensional Transfer Functions

Multi-Dimensional Transfer Functions



Transfer Functions: Clinical Practice

A single slider bar is most appreciated [Rezk-Salama Vis06]

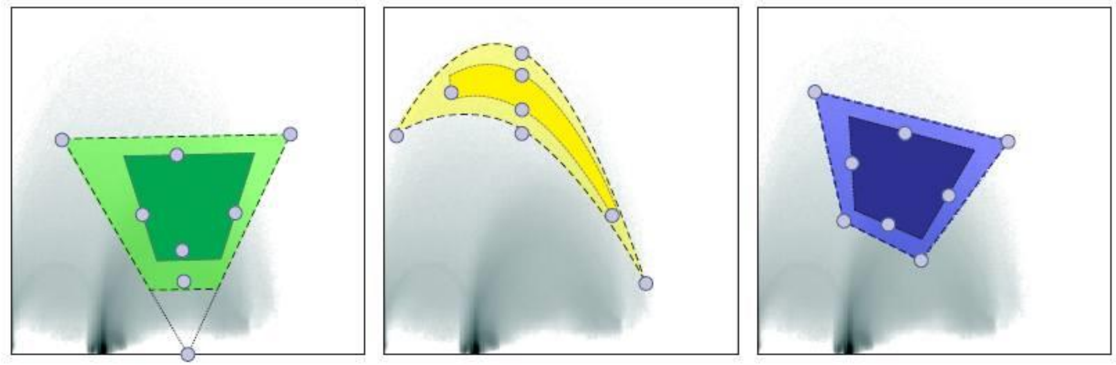


Enables doctors to quickly fine-tune the transfer function for specific objects

- works since in CT usually only small deviations exist
- but these require complex interactions in the transfer function domain

Parameter Mapping Approach (1)

Typical transfer function parameterization:



Datasets typically only deviate modestly from this

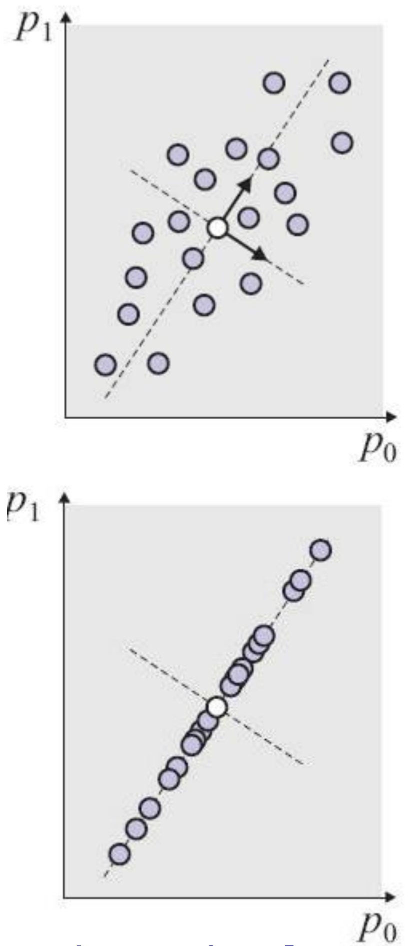
- but in complex ways
- meaning, lots of tweaking is required

[Rezk-Salama Vis06]

Parameter Mapping Approach (2)

We can learn these deviations by observing a few datasets

- encode the parameters into an N-D vector
- find the principal component of the vectors (the main Eigenvector)
- project all other vectors onto this Eigenvector
- the min and max then represent the min and max of the slider



[Rezk-Salama Vis06]