
Real-Time Volume Graphics

[10] Transfer Functions Reloaded



REAL-TIME VOLUME GRAPHICS

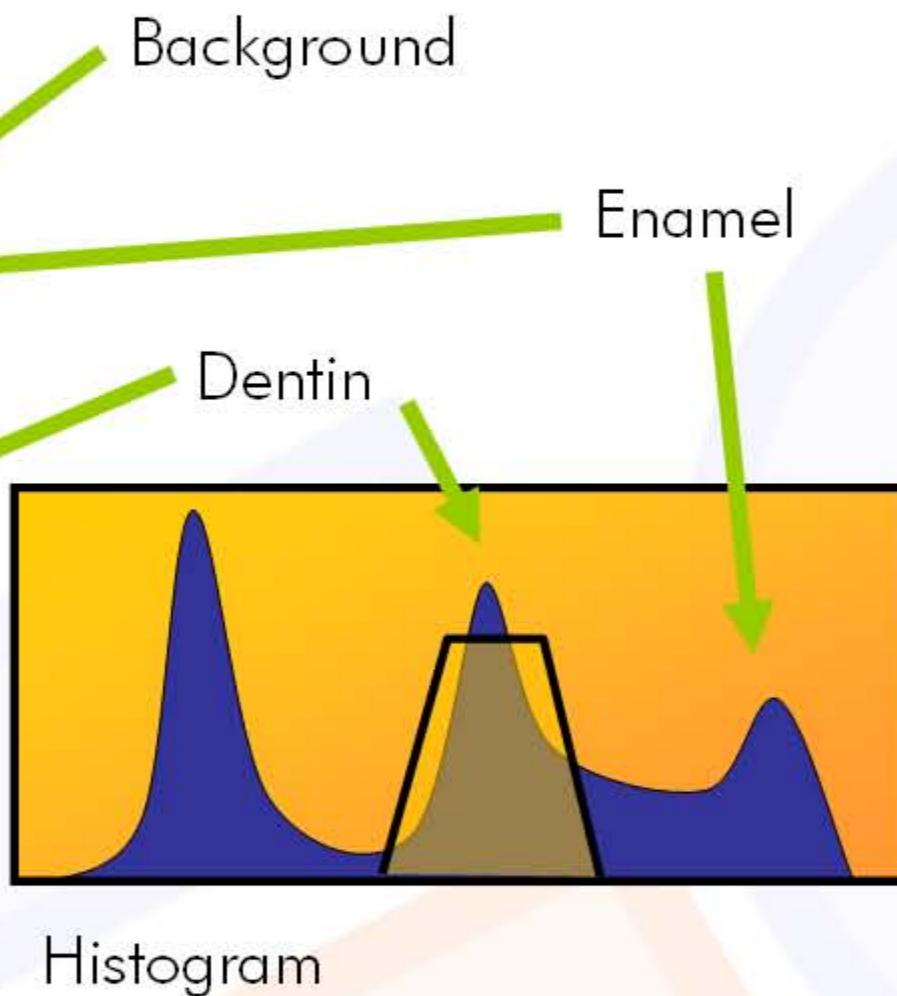
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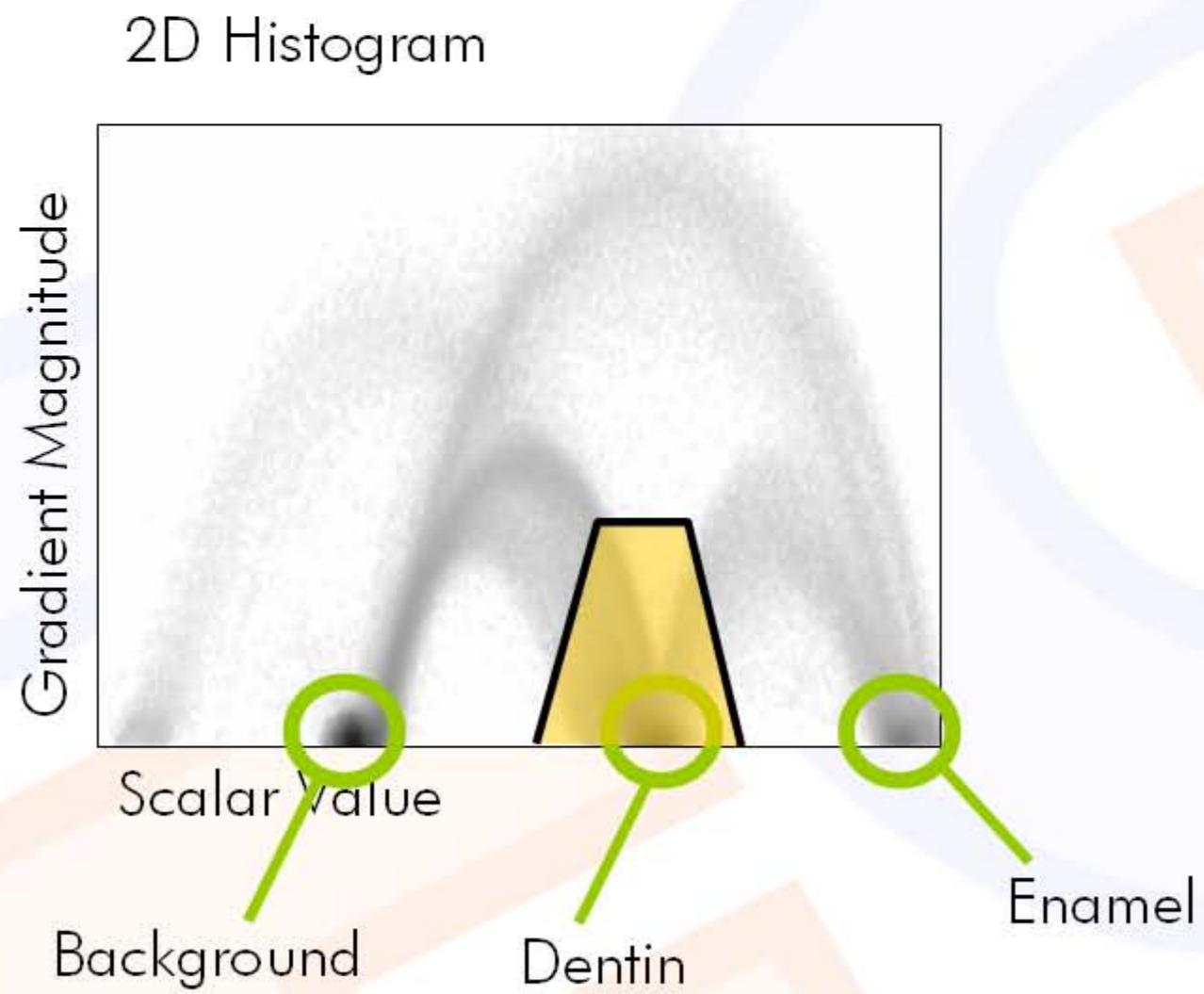
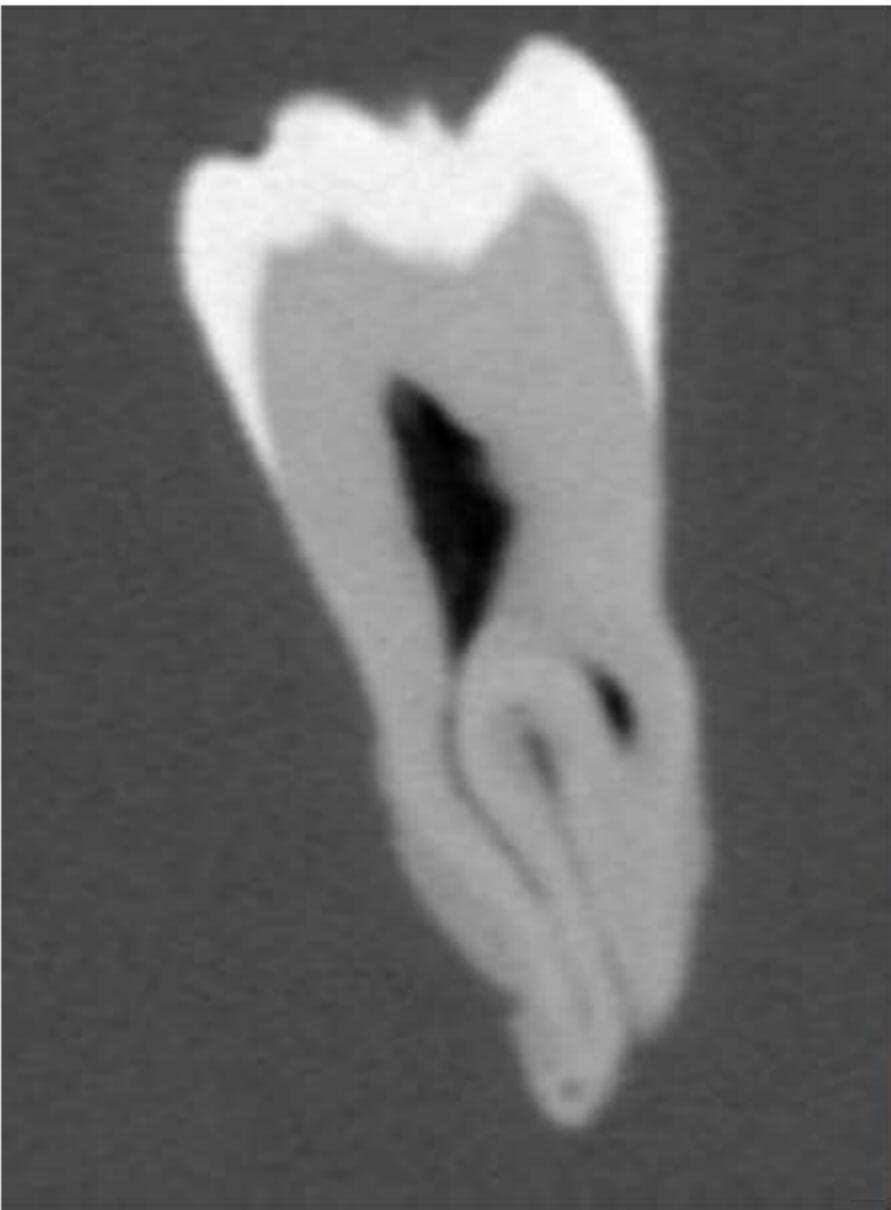
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Transfer Function

Slice image



2D Transfer Function



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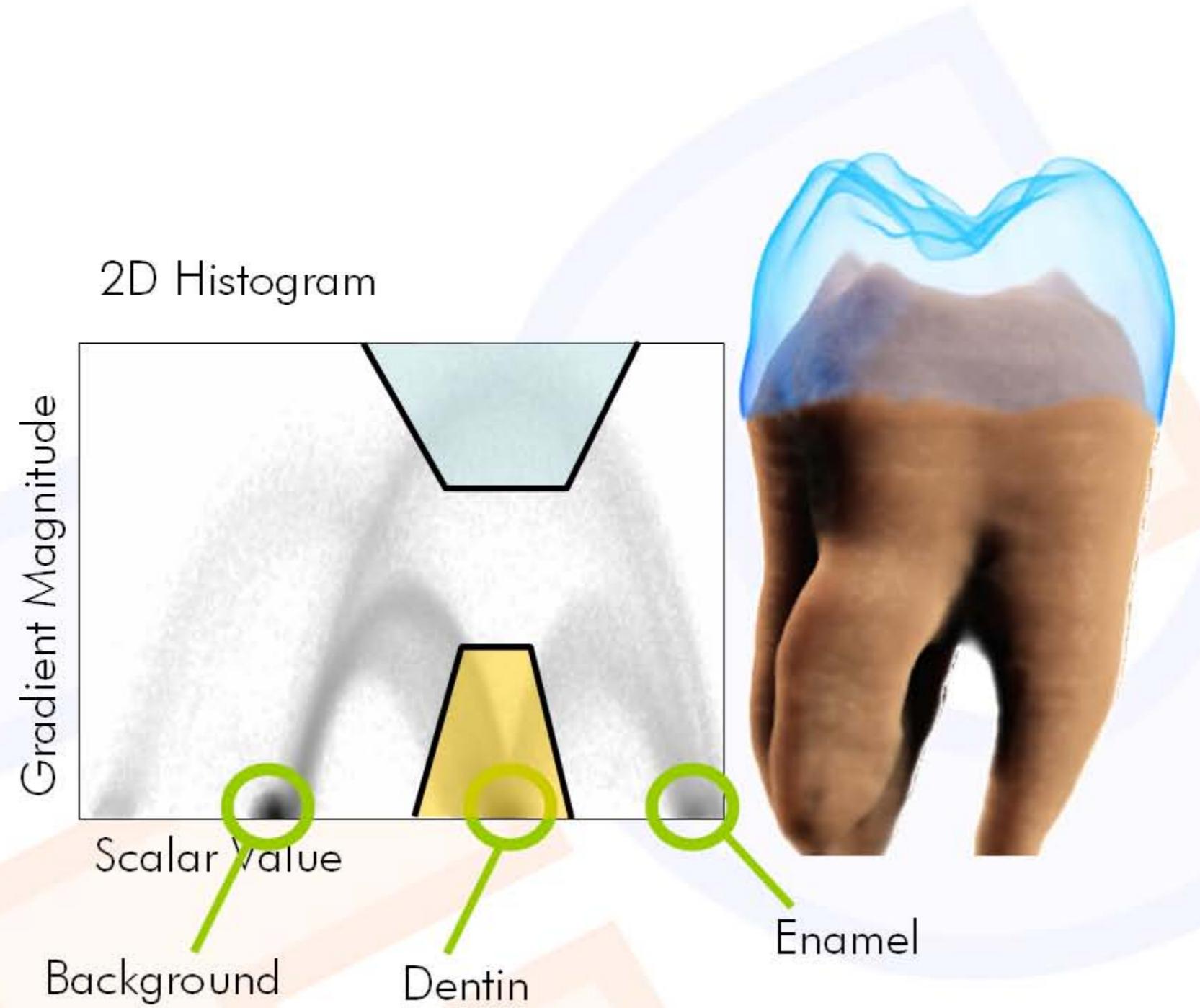
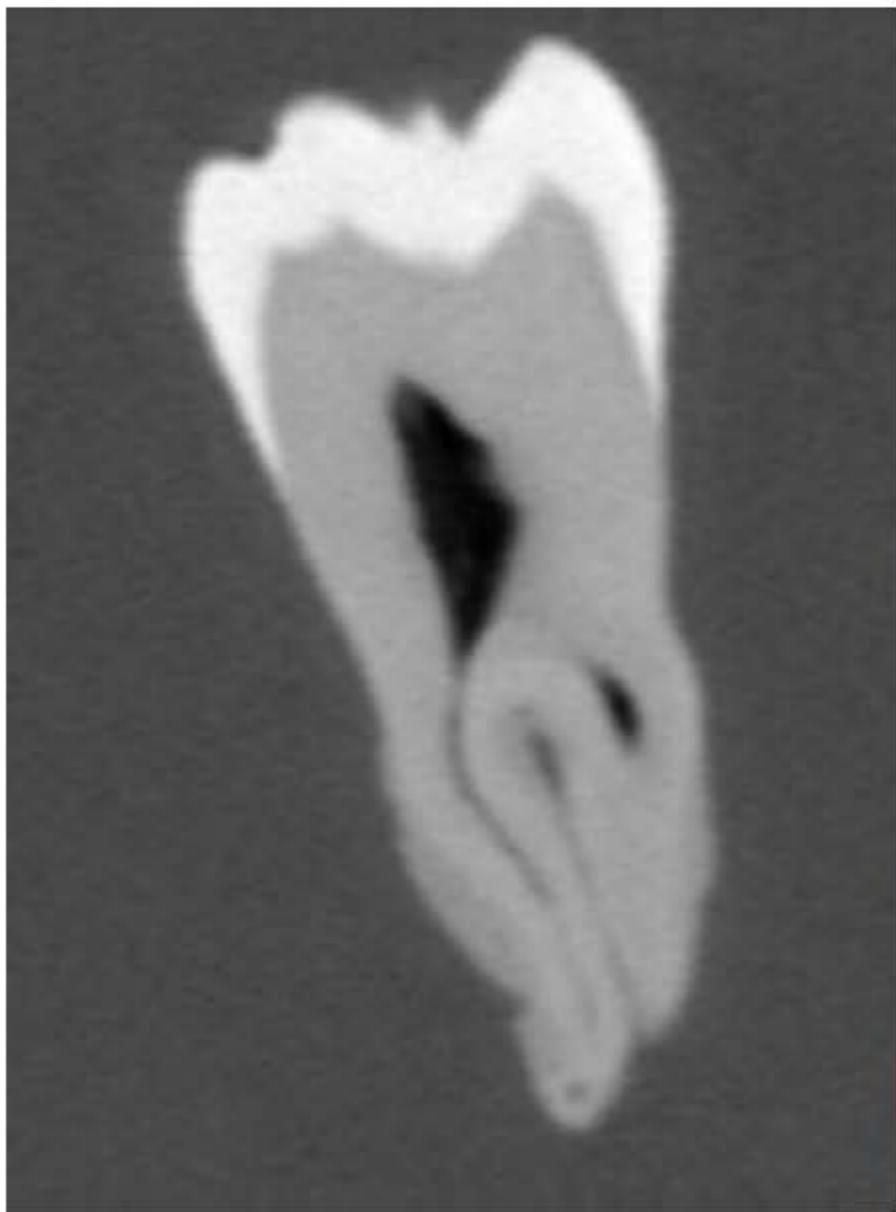
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2D Transfer Function



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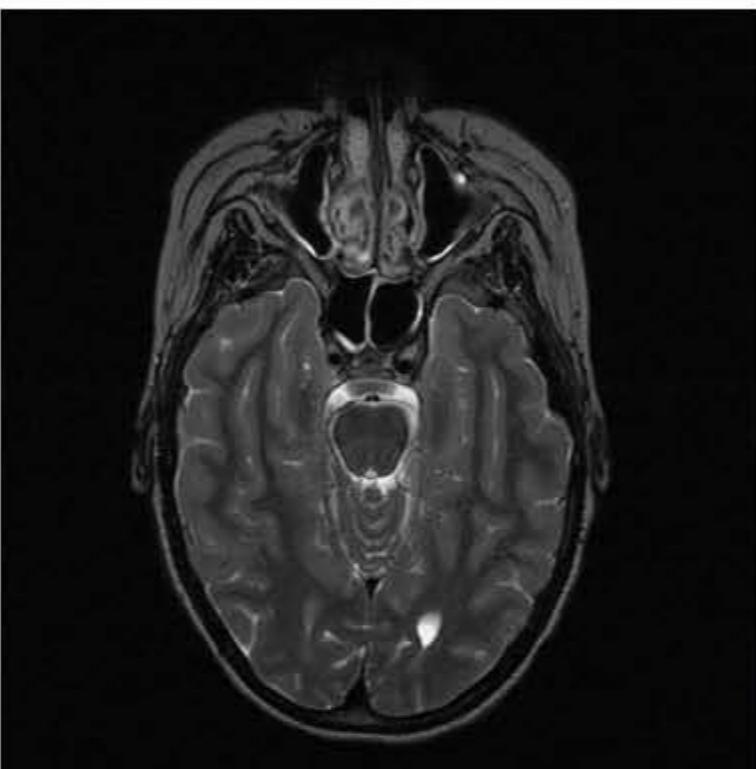
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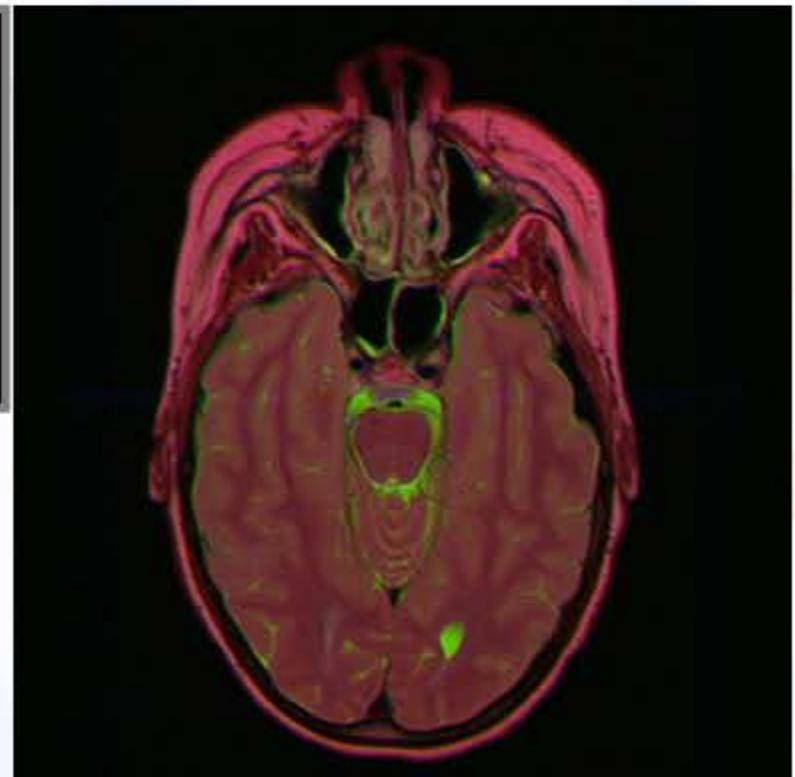
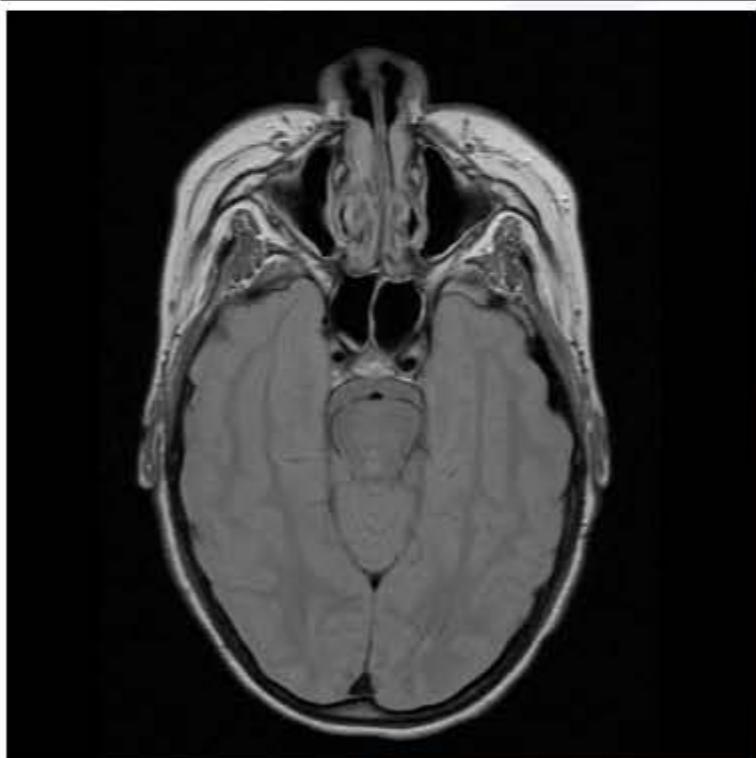
2D Transfer Functions



T2



PD



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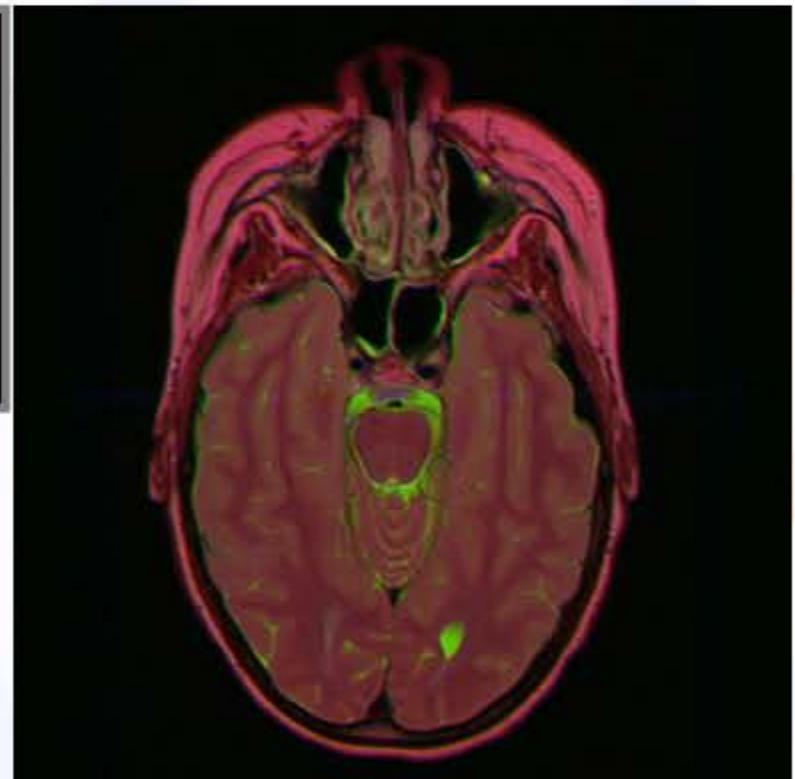
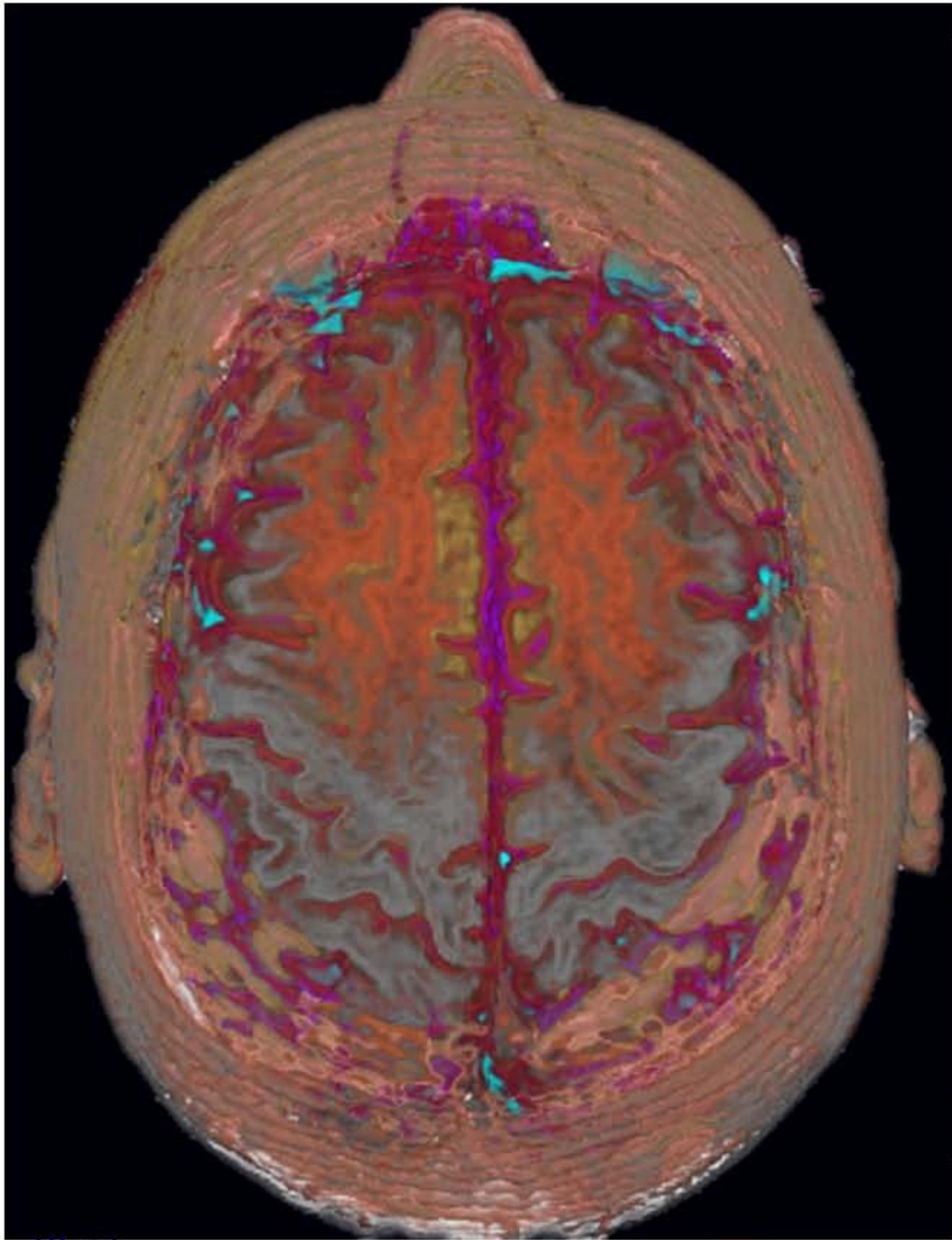
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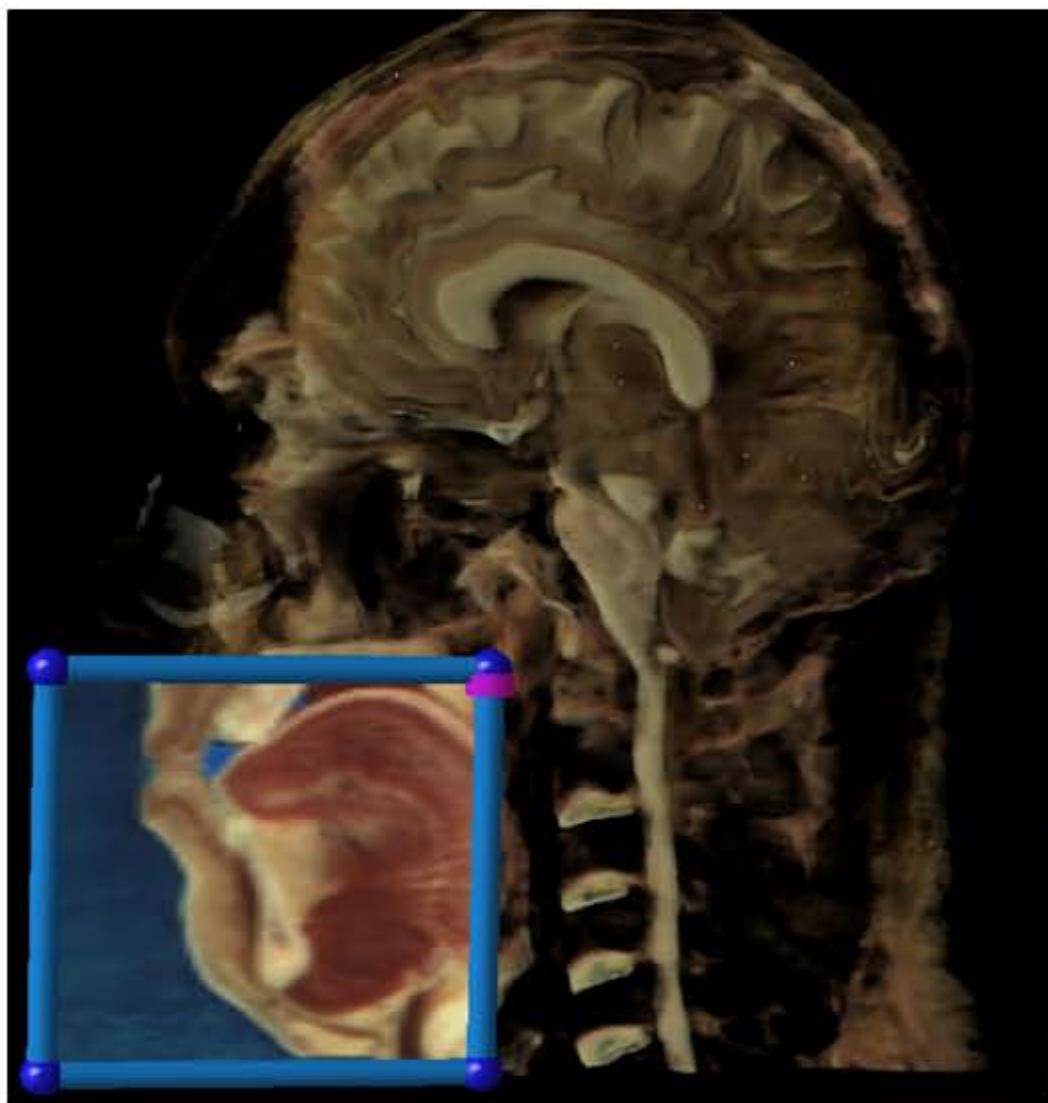
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2D Transfer Functions



Multidimensional Transfer Functions



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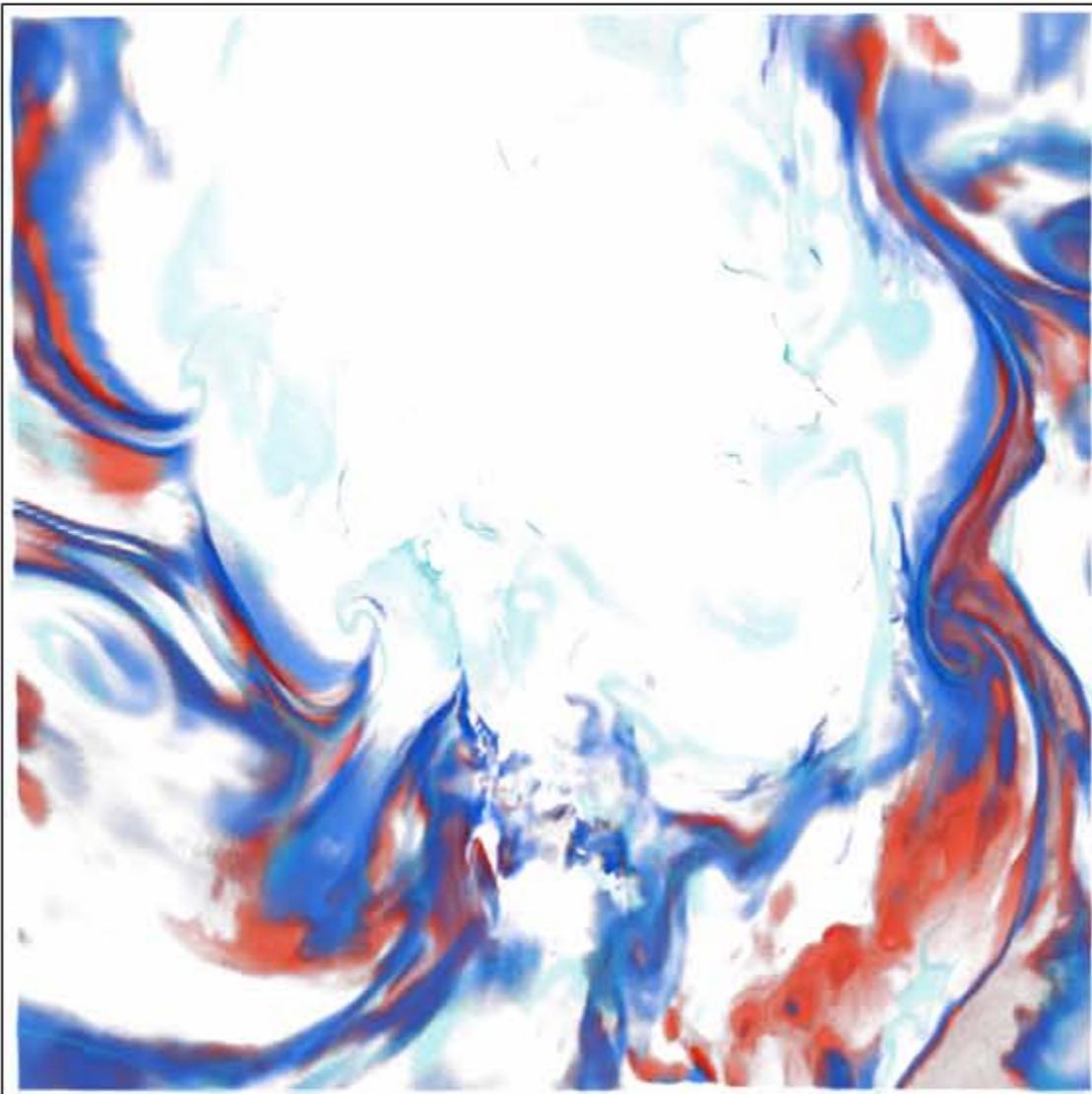
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Multidimensional Transfer Functions



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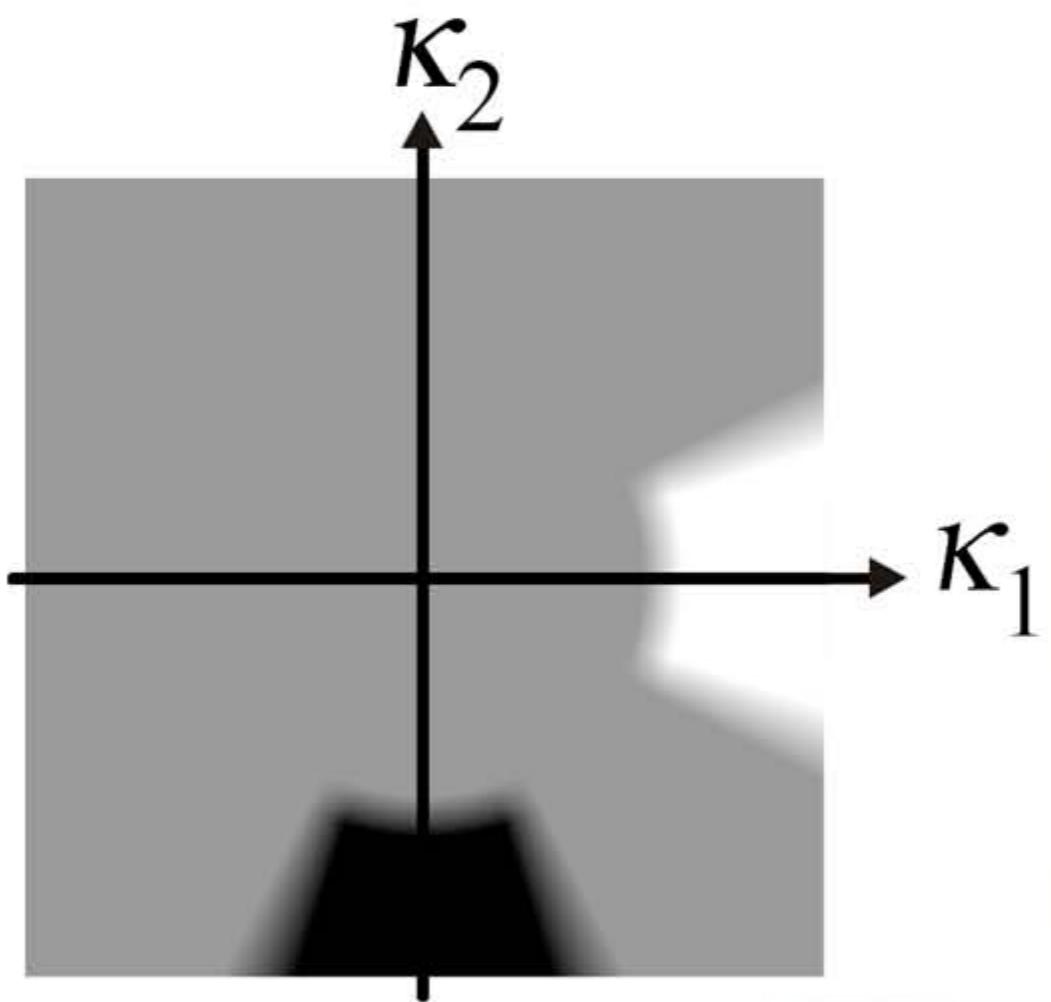
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2D Curvature Transfer Functions

- 2D lookup table in domain of principal curvatures



ridges and valleys, plus contours:



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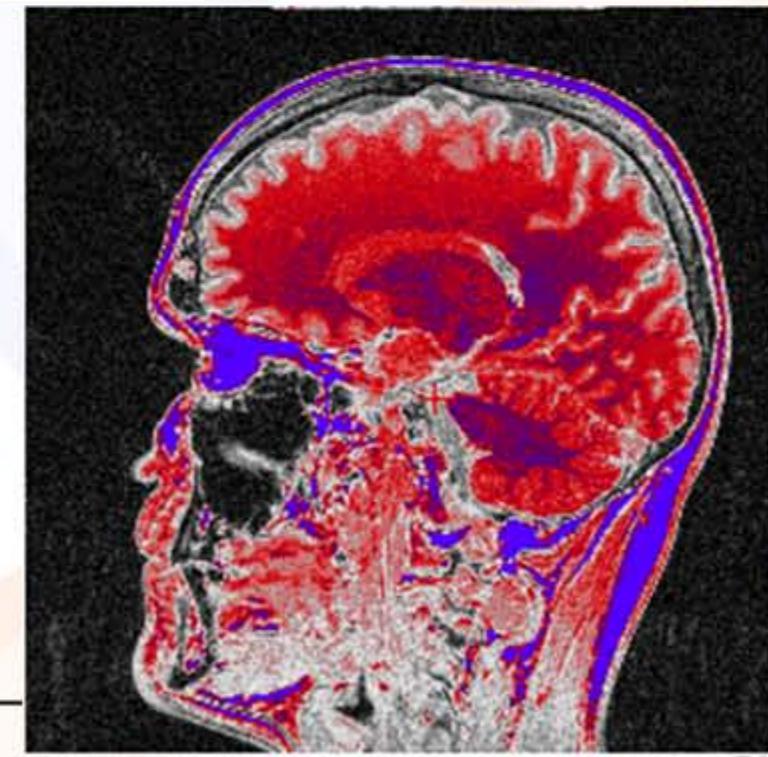
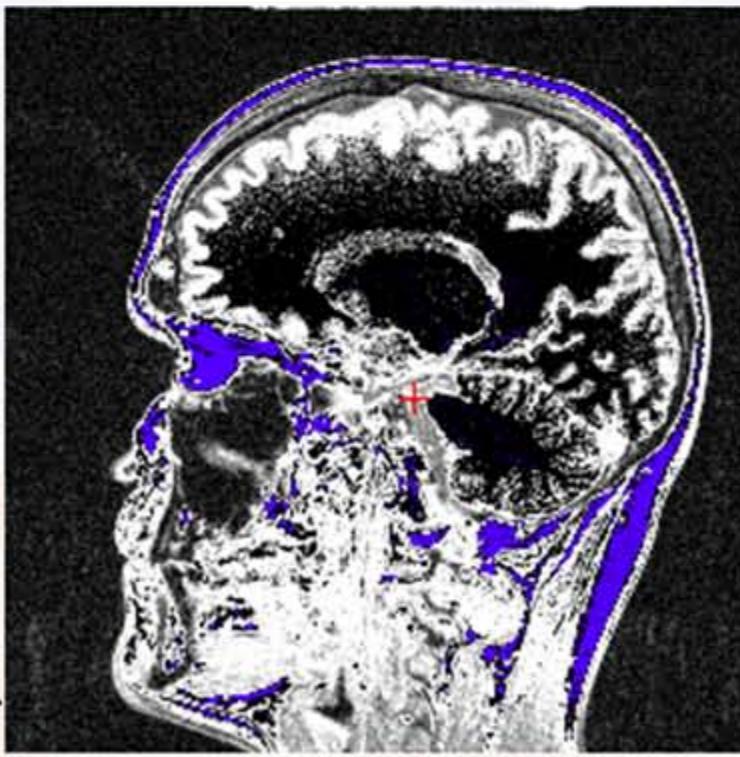
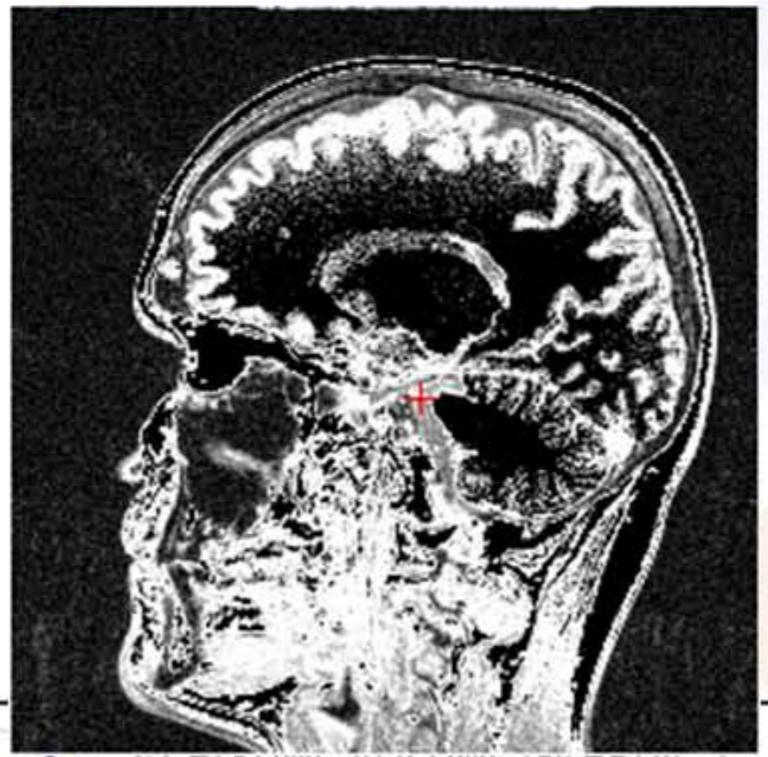
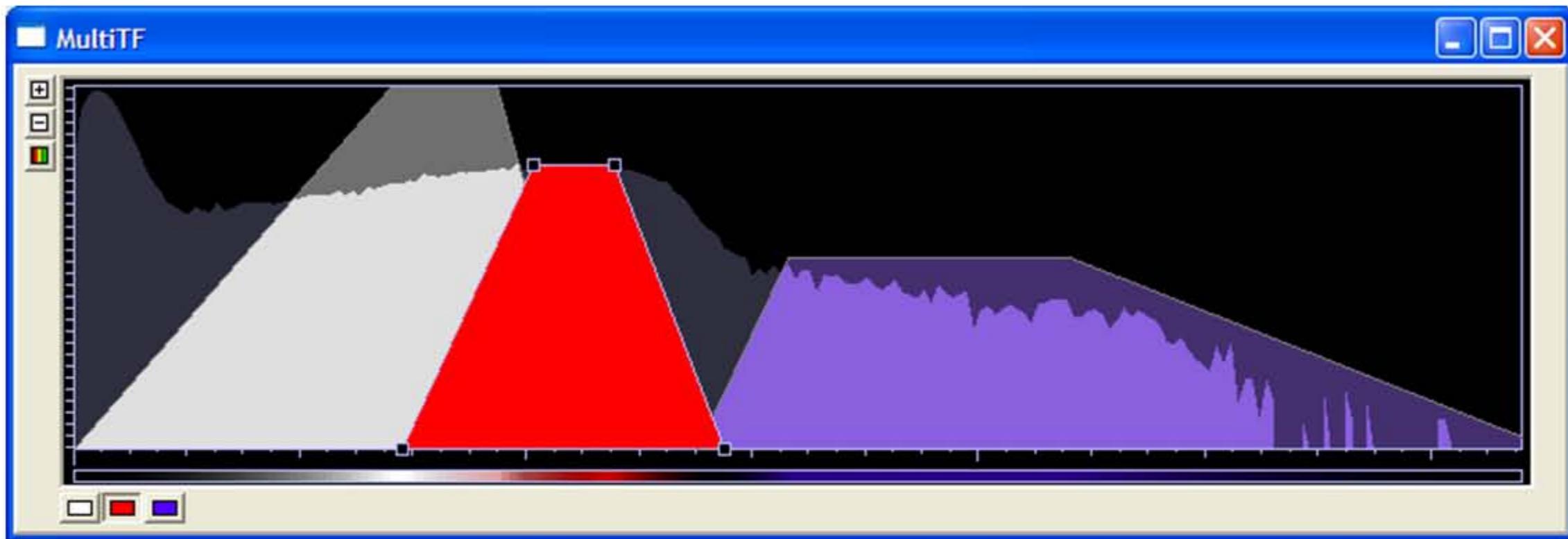
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Transfer Function Design



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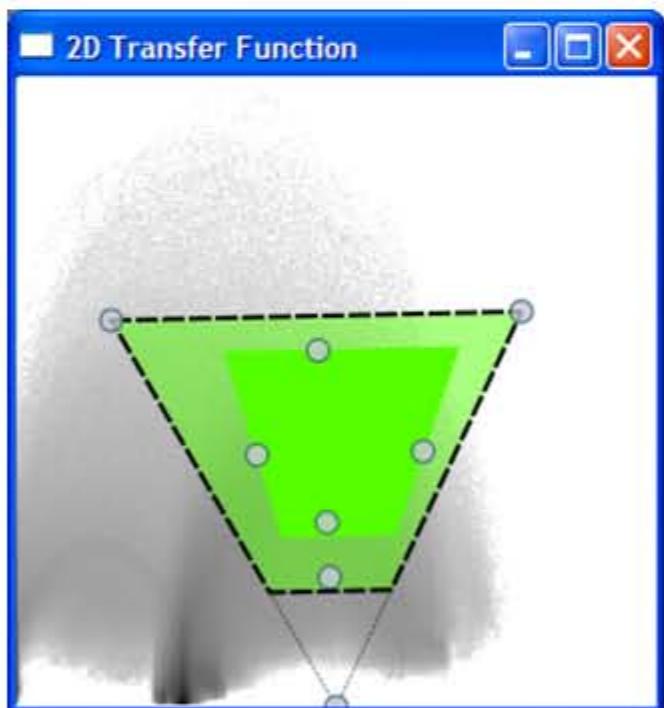
Transfer Function Design

- Editors for 2D Transfer Function Design:

Editor based on geometric primitives:
reduce the number of DOFs

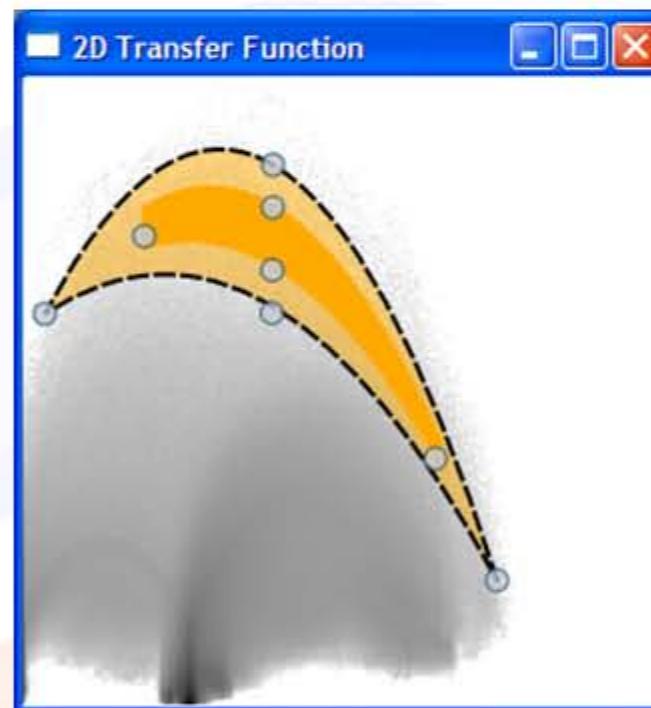
Trapezoids

(Kniss et al. 2001)

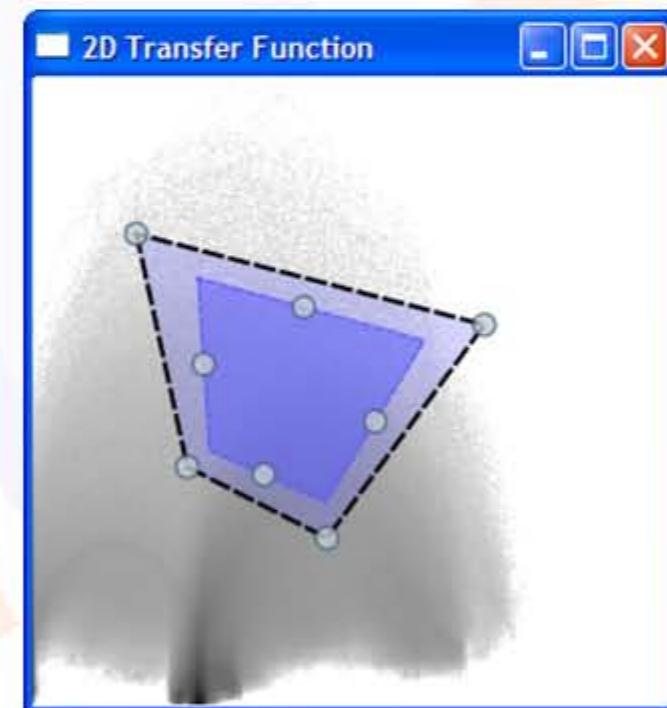


Paraboloids

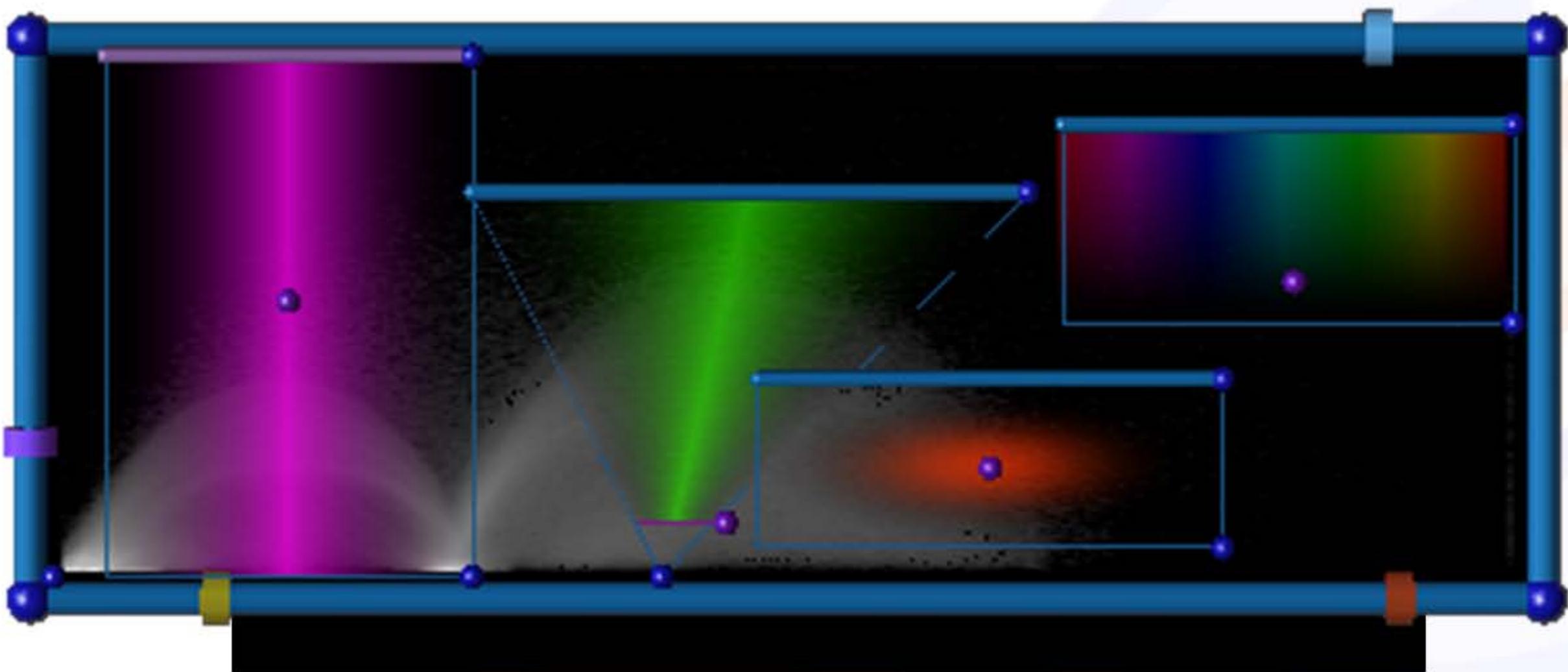
(Vega et al. 2004)



Quadrilaterals



Transfer Function Design



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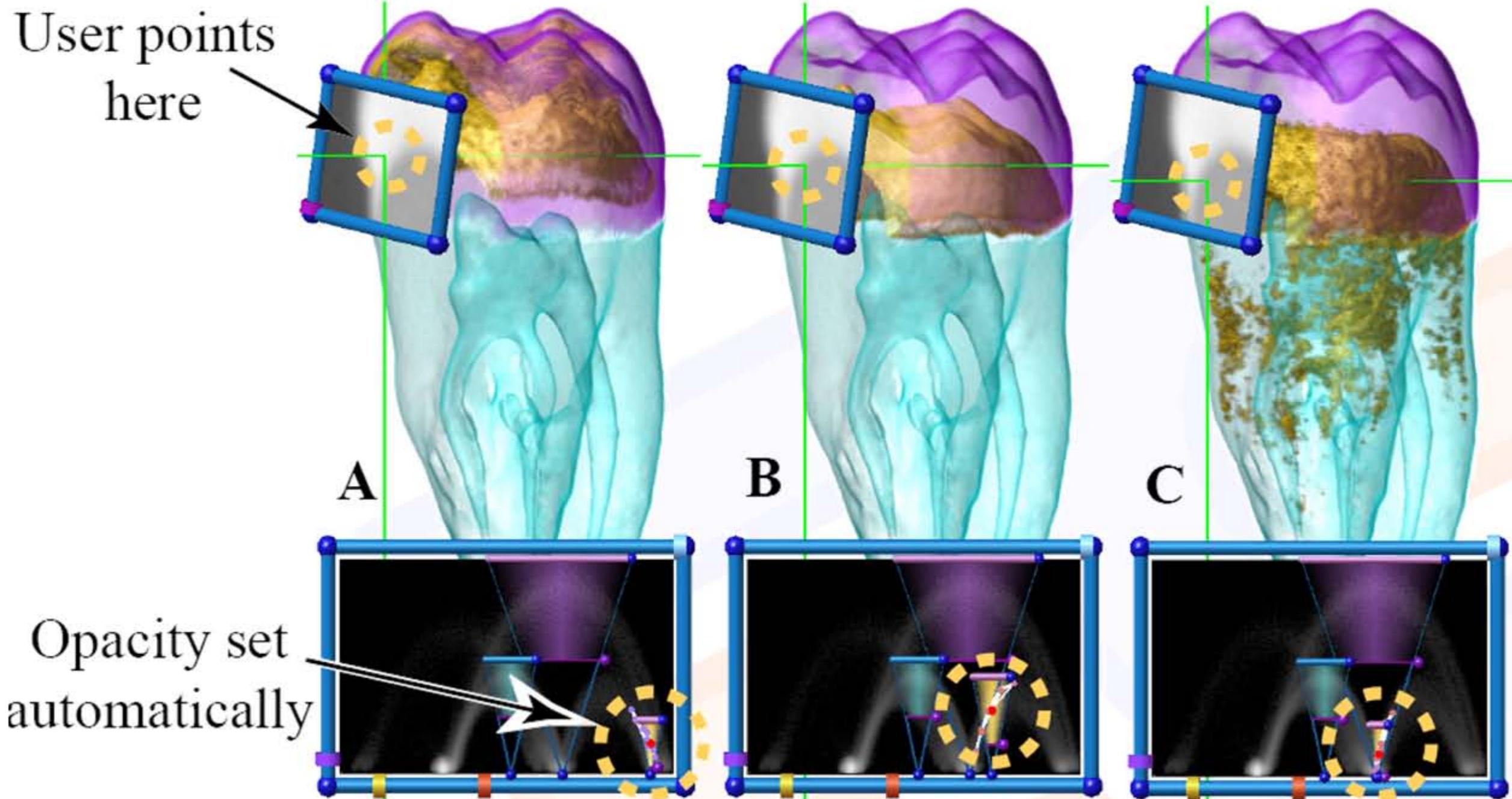
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Guidance



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Transfer Function Design

Automatic/Semiautomatic Approaches:

- Image-Drive Techniques
 - Interactive Evolution (Genetic Algorithms)
Design Galleries
 - Inverse Design
Search for Optimal Setting using Quality Metrics
- Data Driven Techniques
 - Image Processing [Fang et al.]
 - Neural Networks [Tzeng. et al]
 - Position Function [Kindlmann and Durkin]



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Conclusion

Multidimensional Transfer Functions

- Scalar Value and Gradient Magnitude
- Coregistered Volume Data/Multivariate Data
- Higher Flexibility and less artifacts
- Assignment becomes difficult!

Transfer Function Design:

- Manual Editing
- Galleries/Thumbnail Selection
- Automatic Techniques



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