Pre-defined project #1: ray-casting

Implement a ray-casting volume renderer that uses compositing for its ray function. The volume renderer should work on rectilinear grids, should be able to cast rays using perspective projection (i.e., like the slides in class) from arbitrary camera positions. I have provided specifications (a data set, transfer functions, camera positions, and image size).

You should work with the data structures for a camera and a transfer function posted to the web as part of the project, as that is how I will specify the final images to make.

Your deliverables are three-fold:
(1) your code
(2) the still images you produce following the specifications I provide on the last week of instruction
(3) a table showing the performance impact of early ray termination for these images