Volume Data: A Definition

A volume is a 3D discretely sampled data set where the size of the voxels have been expanded to occupy the space to the neighboring voxels.
Why Do We Care About Volume Visualization?

• Medical: CAT, MRI, 3D ultrasound
• Science and engineering: CFD, stress, thermal, molecular
• Volumes are normally very difficult to comprehend

How can you get a volume dataset? (Ewww...)

Researchers used a tool called a microtome to cut a brain into slices 20 micrometers thick.

Montreal Neurological Institute at McGill University
Understanding Volume Data Usually Involves a Compromise

Point Clouds → All values everywhere, hard to see very much, distracting artifacts
Interpolated-colors cutting planes → All values in a single plane
Contours cutting plane → Discrete values in a single plane
Isosurfaces → A single value everywhere

Because of these compromises, these are all considered to be *indirect* ways to visualize volume data.

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Direct Volume Rendering

Composite the colors and alphas of the voxels

A Volume Element, or voxel
**Transfer Function**

OSU vx Transfer Function Sculpting Window

**Voxel Compositing**

Recall this color blending equation from the OpenGL Transparency notes:

\[ C' = \alpha C_{\text{new}} + (1 - \alpha) C_{\text{old}} \]

In “Voxel World”, things work the same way:
Voxel Compositing Example

TMIN = 0.
TMAX = 100.

The color transfer function is a **Black-Red-Yellow-White heated object scale**, mapping a scalar value of 0. to Black, and 100. to White.

The opacity transfer function is a linear ramp so that the opacity is 1. (opaque) when T = 100. and 0. (transparent) when T = 0.

You are compositing back-to-front through the volume. At this moment, the running values of RGB are (0., 1., 1.). The next voxel you encounter has a T value of 33.33

1. What is the color of *just this voxel*?
2. What is the opacity of *just this voxel*?
3. What will the new running RGB values be when you are done compositing this voxel with the old running RGB values?
Cropping the Volume based on Data Value

Cropping the Volume based on Spatial Location
“Magic Lens” to Selectively Look Inside

Volume Data

Display Parameters #1

Display Parameters #2

One Display

Lighting

\[ \hat{n} = \left( \frac{dS}{dx}, \frac{dS}{dy}, \frac{dS}{dz} \right) = \nabla S \]
Volume Rendering with Parallel Texture Planes

In a callback that is called whenever the opacity transfer function changes:

```c
void FillXY( void ){

    float alpha;  // opacity at this voxel
    float r, g, b;      // running color composite

    for( int x = 0; x < NX; x++ ){
        for( int y = 0; y < NY; y++ ){
            r = g = b = 0.;

            for( int zz = 0; zz < NZ; zz++ ){

                if( Zside == PLUS )
                {
                    z = zz;
                }
                else
                {
                    z = ( NZ-1 ) - zz;
                }

                if( z >= NZ )
                {
                    r = g = b = 0.;alpha = 0.;
                }
                else
                {
                    r = Nodes[x][y][z].r;
                    g = Nodes[x][y][z].g;
                    b = Nodes[x][y][z].b;
                    alpha = MaxAlpha;
                }

                TextureXY[zz][y][x][0] = (unsigned char) ( 255.*r + .5 );
                TextureXY[zz][y][x][1] = (unsigned char) ( 255.*g + .5 );
                TextureXY[zz][y][x][2] = (unsigned char) ( 255.*b + .5 );
                TextureXY[zz][y][x][3] = (unsigned char) ( 255.*alpha + .5 );
            }
        }
    }
}
```
In Display( ), I:

```c
int filter = GL_NEAREST;
if (Bilinear)
    filter = GL_LINEAR;
else
    filter = GL_NEAREST;
```

```c
if (Major == Z) {
    if (Zside == PLUS)
        z0 = -1.; // back-to-front
        dz = 2. / (float)(NZ - 1);
    else
        z0 = 1.; // front-to-back
        dz = -2. / (float)(NZ - 1);
}
```

Sets the global variables Major, Xside, Yside, and Zside

In Display( ), II:

```c
x = 1., y = 1., s = 1., t = 1.
```

```c
for (z = 0; z < NZ; z++, zcoord += dz) {
    glTexImage2D(GL_TEXTURE_2D, 0, 4, NX, NY, 0, GL_RGBA, GL_UNSIGNED_BYTE, &TextureXY[z][0][0][0]);
    glTexCoord2f(0.0f, 0.0f);
    glVertex3f(-1.f, -1.f, zcoord);
    glVertex3f(1.f, -1.f, zcoord);
    glVertex3f(1.f, 1.f, zcoord);
    glVertex3f(-1.f, 1.f, zcoord);
}
```
Volume Interaction: The Visible Human

Interactive Volume Visualization for Computational Fluid Dynamics
Volume Interaction in Cancer research

Molecular Science
Solar Wind

OSU Sheepbone
OSU Mouse Vertebra

Professor Metoyer’s Knee
Foliage Density

To be manufactureable, there must be finite material between two isosurfaces.

Isovolumes

To be manufactureable, there must be finite material between two isosurfaces.
Putting the Tools Together: Modeling and Making Anabolic Aortic Aneurysms

CAT scan slices from the UCSD VA Hospital

Interaction in OSU vx (Volume Explorer)

Tesselated by OSU vx (Volume Solid)

Fabricated