

and visualization research. Interested readers are referred to the list of references for further details and state-of-the-art techniques.

39.8 References

Ebert, D., F. Musgrave, D. Peachey, K. Perlin, S. Worley, W. Mark, and J. Hart. 2002. *Texturing and Modeling: A Procedural Approach*. Morgan Kaufmann.

Engel, K., M. Kraus, and T. Ertl. 2001. "High-Quality Pre-Integrated Volume Rendering Using Hardware-Accelerated Pixel Shading." In *Proceedings of the SIGGRAPH/Eurographics Workshop on Graphics Hardware 2001*, pp. 9–16.

Hadwiger, M., T. Teußl, H. Hauser, and E. Gröller. 2001 "Hardware-Accelerated High-Quality Filtering on PC Hardware." In *Proceedings of the International Workshop on Vision, Modeling, and Visualization 2001*, pp. 105–112.

Kindlmann, G., and J. Durkin. 1998. "Semi-Automatic Generation of Transfer Functions for Direct Volume Rendering." In *Proceedings of the IEEE Symposium on Volume Visualization*, pp. 79–86.

Kindlmann, G. 1999. "Semi-Automatic Generation of Transfer Functions for Direct Volume Rendering." Master's Thesis, Department of Computer Science, Cornell University.

Kindlmann, G. 2003. The Teem Toolkit. <http://teem.sourceforge.net>

Kniss, J., G. Kindlmann, and C. Hansen. 2002a. "Multidimensional Transfer Functions for Interactive Volume Rendering." *IEEE Transactions on Visualization and Computer Graphics* 8(4), pp. 270–285.

Kniss, J., K. Engel, M. Hadwiger, and C. Rezk-Salama. 2002b. "High-Quality Volume Graphics on Consumer PC Hardware." Course 42, ACM SIGGRAPH.

Kniss, J., S. Premo e, C. Hansen, P. Shirley, and A. McPherson. 2003. "A Model for Volume Lighting and Modeling." *IEEE Transactions on Visualization and Computer Graphics* 9(2), pp. 150–162.

Krüger, J., and R. Westermann. 2003. "Acceleration Techniques for GPU-Based Volume Rendering." In *Proceedings of IEEE Visualization*, pp. 287–292.