

The Integration of 3D Rendering Technologies and Its Application to Medical Imaging

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ABSTRACT

Three dimensional rendering technologies have been play a vital role medical imaging applications, including surface rendering and volume rendering. In clinical applications, however, only one rendering method is adopted at a time. The surface rendering allows physicians to view an object in three dimensional shape, but no gray level information of voxels is available. The volume rendering, on the contrary, can display only the voxels' gray level information, not its three dimensional structure. This paper describes an approach to the integration of the above-mentioned rendering methods. And based on the visualization features provided by VTK, we combine these two different approaches into a new one. The integrated results can display not only an object's three-dimensional structure, but also its gray level information on a user-specified plane. Furthermore, we apply this integration approach into the virtual colonoscopy application. This makes it possible for a physician to not only navigate the colon, but also see the gray level information on the plane of interest. Such integration can help a physician save a lot of time and decide whether a polyp exists or not.

Keywords : Three-dimensional Rendering, Surface Rendering, Volume Rendering, Virtual Colonoscopy

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