

## Display Rendering Types

### Surface Projection

In Surface Projection the algorithm searches down the ray for a voxel that is within the current threshold range. Then, it skips the first S voxels along the ray, where S is specified by the Surface Skip value. Last, it returns the average of the next T values, where T is specified by the Surface Thickness. The surface projection rendering can be limited to enabled objects if an object map is loaded.

- **Surface Skip:** Indicates the number of voxels to skip once a renderable voxel has been detected, before summing of the thickness begins.
- **Surface Thickness:** Specifies the maximum thickness for the rendered surface.

