Transparency - see through
- faded like everything else
See object as well as background \rightarrow blending

Screen door - easy method
- one of the pixels in a voxel is the foreground
- chosen at random, but not on edge
- rest are background
- using mock-banding for image blending

- can be smart about this - just calculate used pixels, but watch out
\rightarrow need to decide when to apply (before it is thrown up on screen)

Blend - done like antialiasing
- compute values for each pixel, blend percentage wise
- what about translucency?
  - not faded reasonably well
  - compute transparency, then roll the die to lose definition and keep the color.
    - if don't keep order \rightarrow all jumbled differently \rightarrow doesn't look right
    - get dimmer objects \rightarrow jumble edges

\rightarrow what about color glass? (green for example)
- background to grayscale (0-255)
- run through color filter (green 0-255, red=blue=0)
- faded but looks reasonably
\rightarrow screen door would use many more pixels/voxel (no more than 1/2)

Transparency with refraction - real world accurate

[pencil in glass or water] [sunrise, sunsets occur after/before we see it]

- figure where light is incident to surface
- calculate angle based on \theta_{(index of refraction)}
  - beware of specular reflection (not proper)
  - beware of reflected images

\rightarrow produces an offset