

Tutorial-01

Import Raw Data

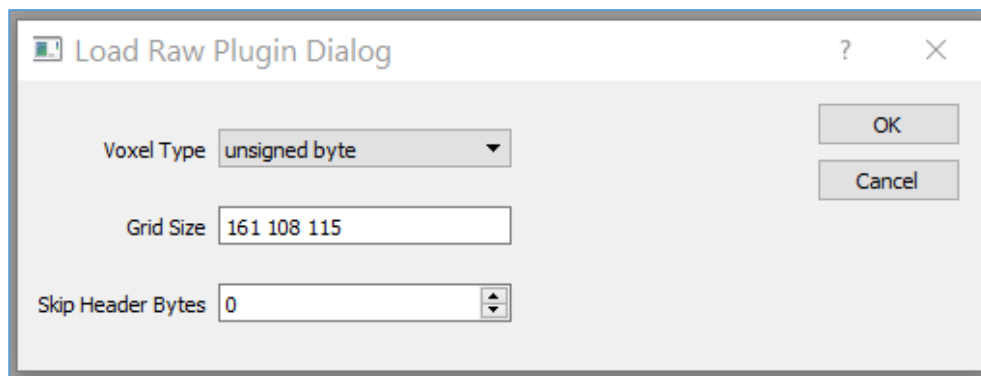
Open Drishti Import.

Drag and drop **tooth.raw** in Drishti Import.

Select option **8 : RAW Files** from the drop down file types list.

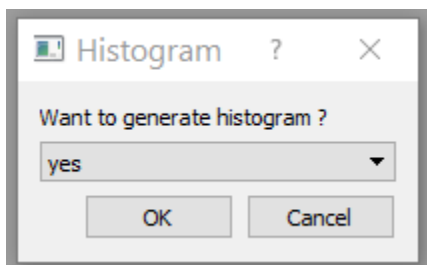
Another way to load data - Files->Load->RAW Files

You should get the following screen

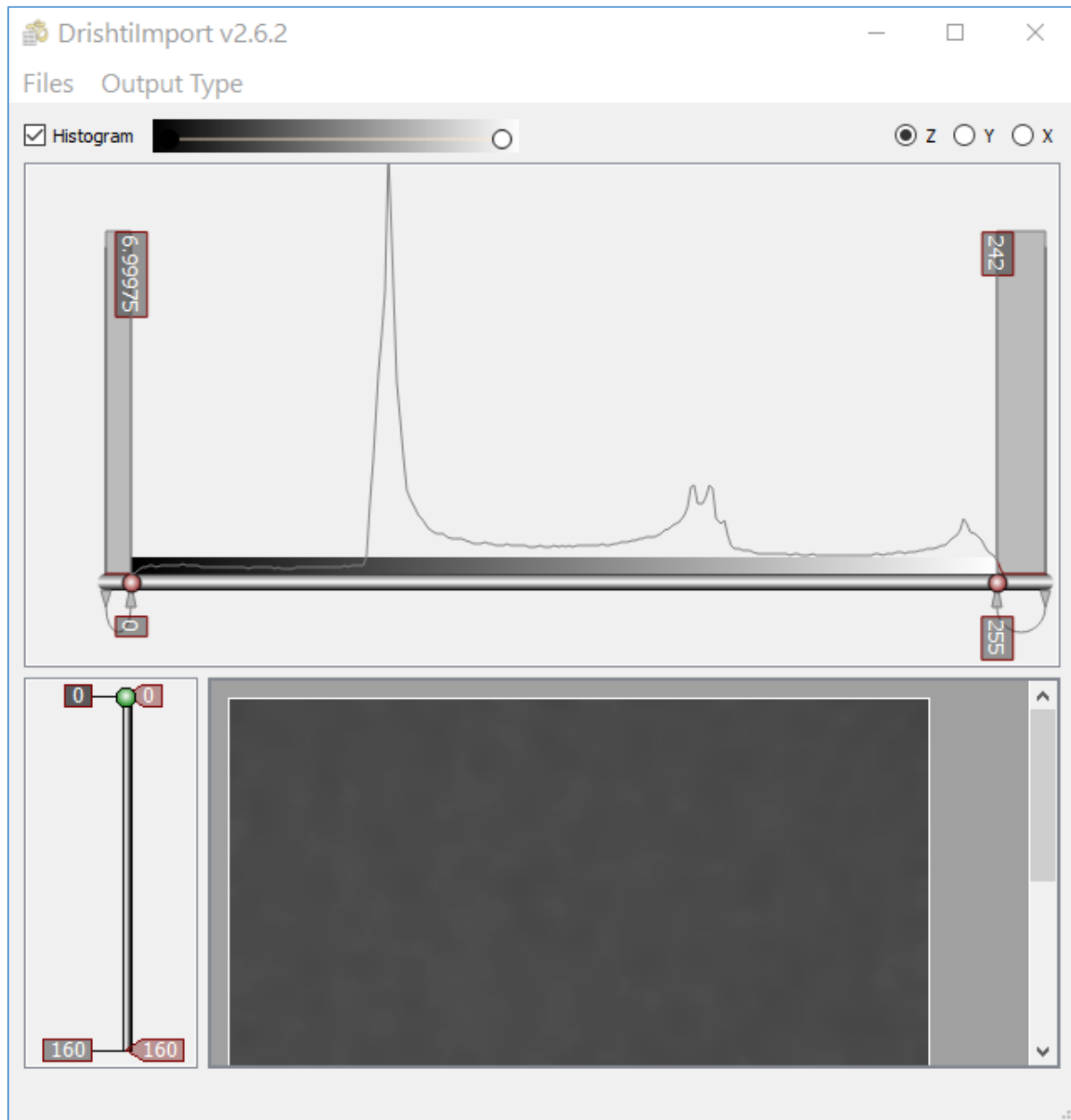


Press OK to continue to the next step.

Press OK to generate histogram.



The importer will generate the histogram and show it at the top of the window. At the bottom will be shown the first slice of the data.

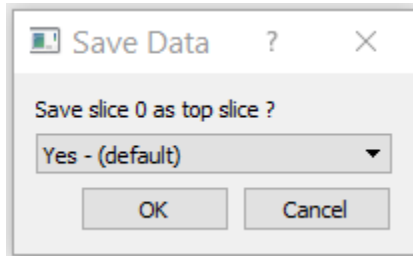


The end markers can be moved. All the values beyond the left marker are mapped to 0 and all values beyond the right marker are mapped to 255. The mapping is displayed in the text boxes at the top and bottom. Users can play with the markers and get a feel for the mapping process.

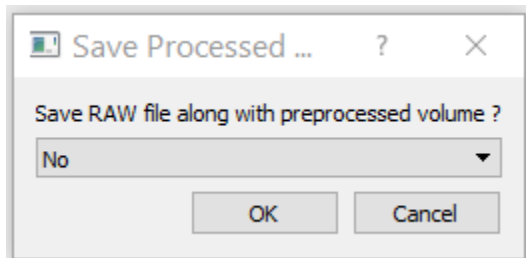
Press **s** to process and save the volume.

Alternately save using - Files->Save As.

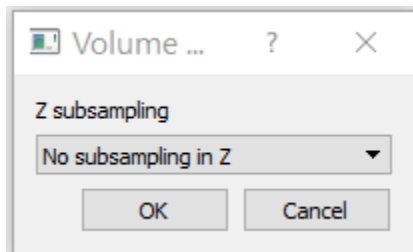
Choose the processed volume file name as **tooth.pvl.nc**



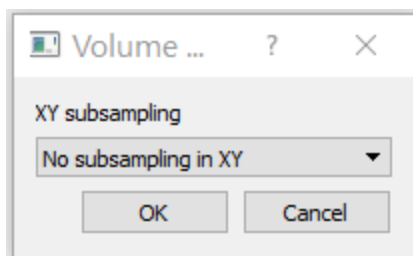
Press OK and continue to the next window.



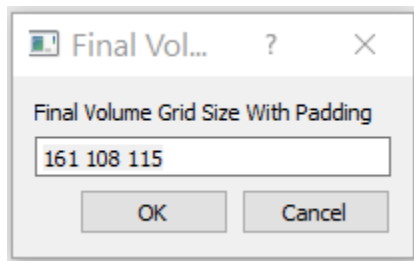
Press OK and continue to the next window.



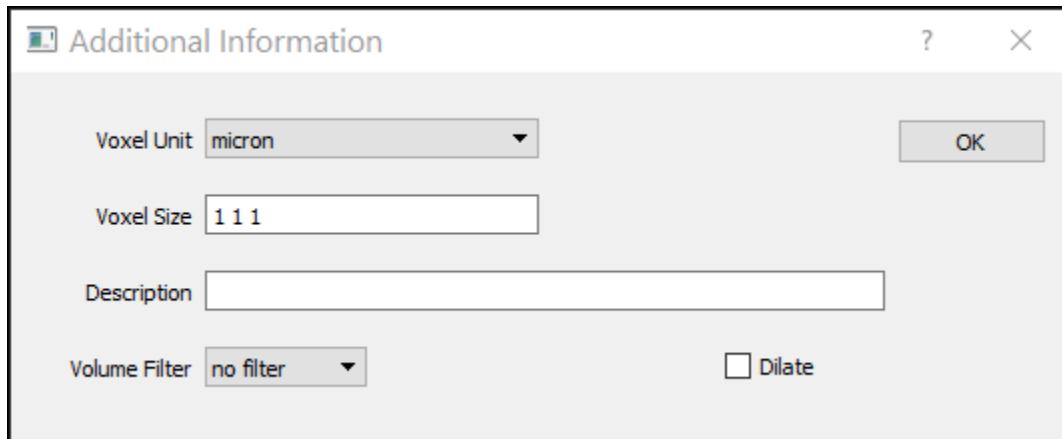
Press OK and continue to the next window.



Press OK and continue to the next window.



Press OK and continue to the next window.



Press OK and quit Drishti Import.

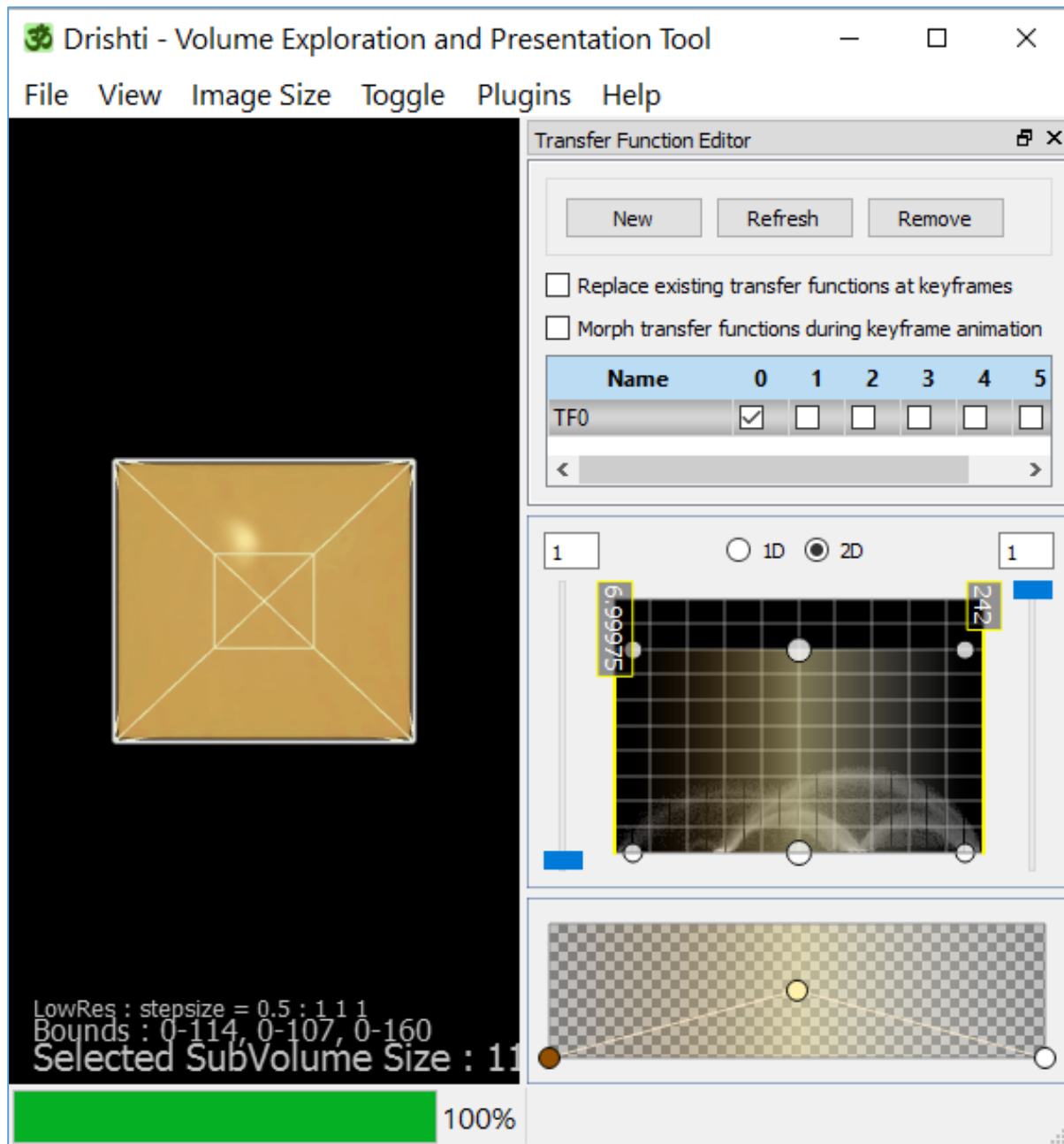
Visualize using Drishti Render

Open Drishti Render.

Drag and drop the newly created **tooth.pvl.nc** in Drishti Render.

Another way to load data - Files->Load Volume->Load 1 Volume

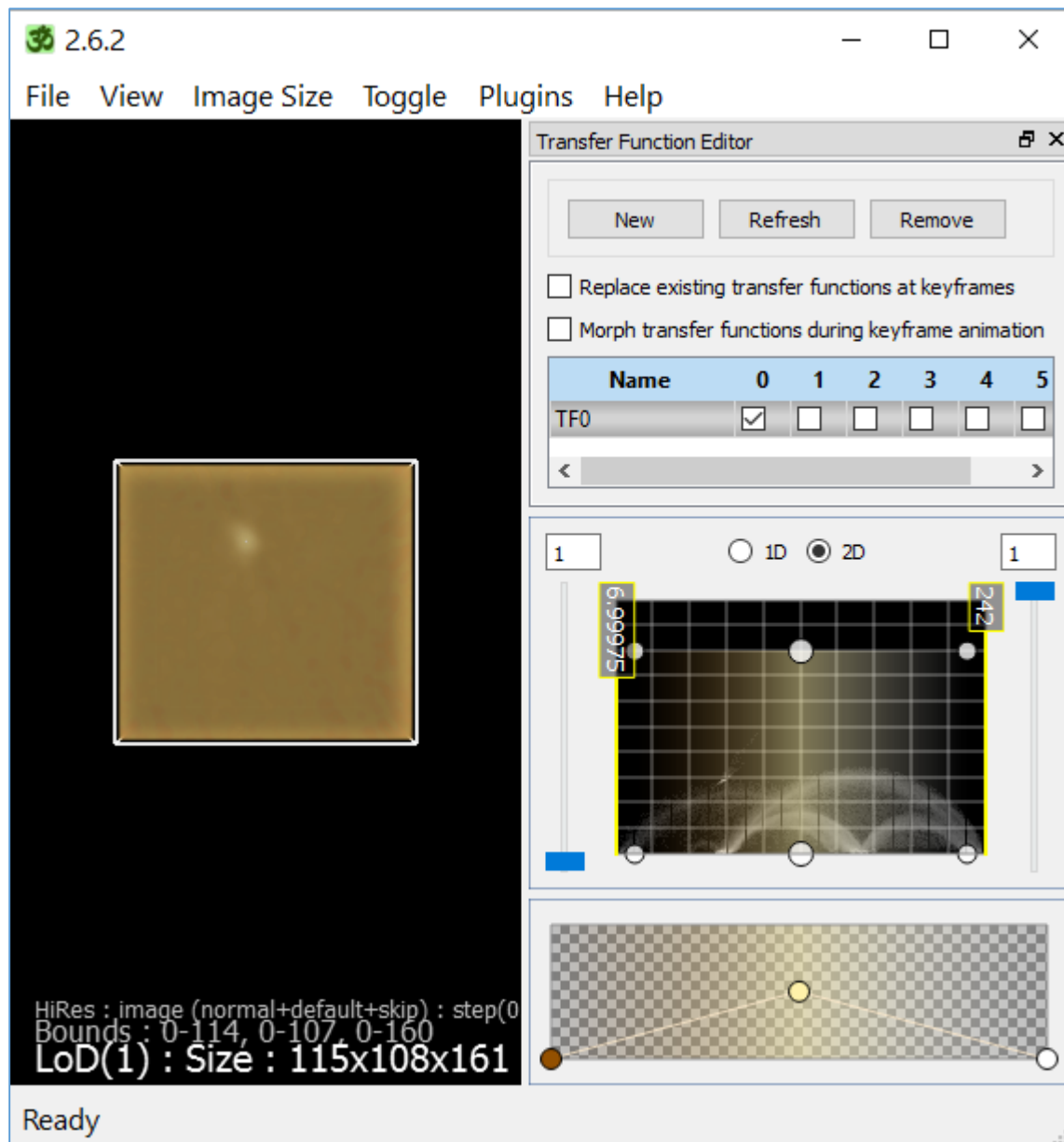
You should get the following screen



Press F2 to switch to HiRes mode.

Alternatively : Toggle->Hires Mode (F2).

You should get the following screen.



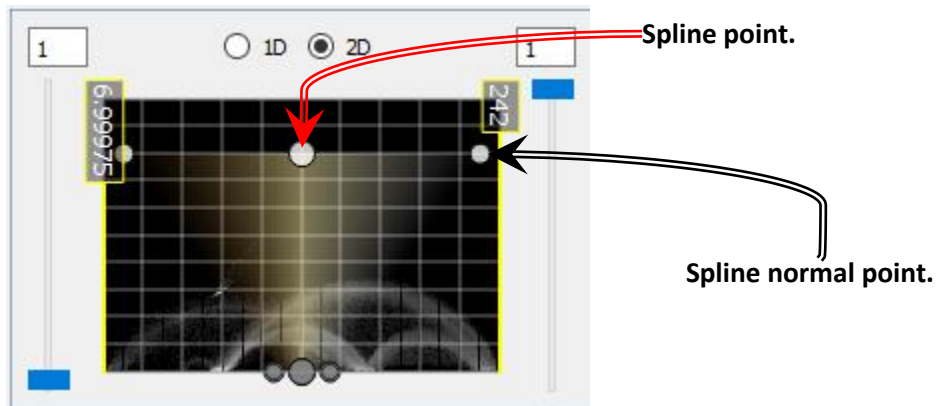
Change the transfer function to look like the following -

Transfer function is created using splines with atleast 2 spline points. Each spline point has two normal points defining width of transfer function at that point.

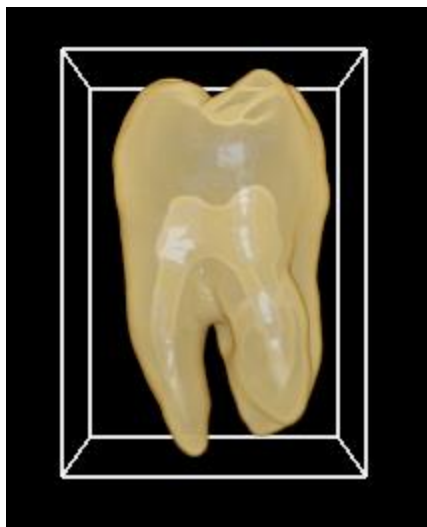
Middle Mouse drag spline point to move entire transfer function spline.

Left Mouse to move spline and spline normal points.

Shift + Left Mouse to move both spline normal points together.



This should result in the following image -



Go back to Import and play with the markers to see the effect on histogram and final rendering of the resulting processed volume.