

Tutorial-02

Open Drishti Render.

Drag and drop **tooth.pvl.nc** (created in tutorial 01) in Drishti Render.

Alternatively : Files->Load Volume->Load 1 Volume

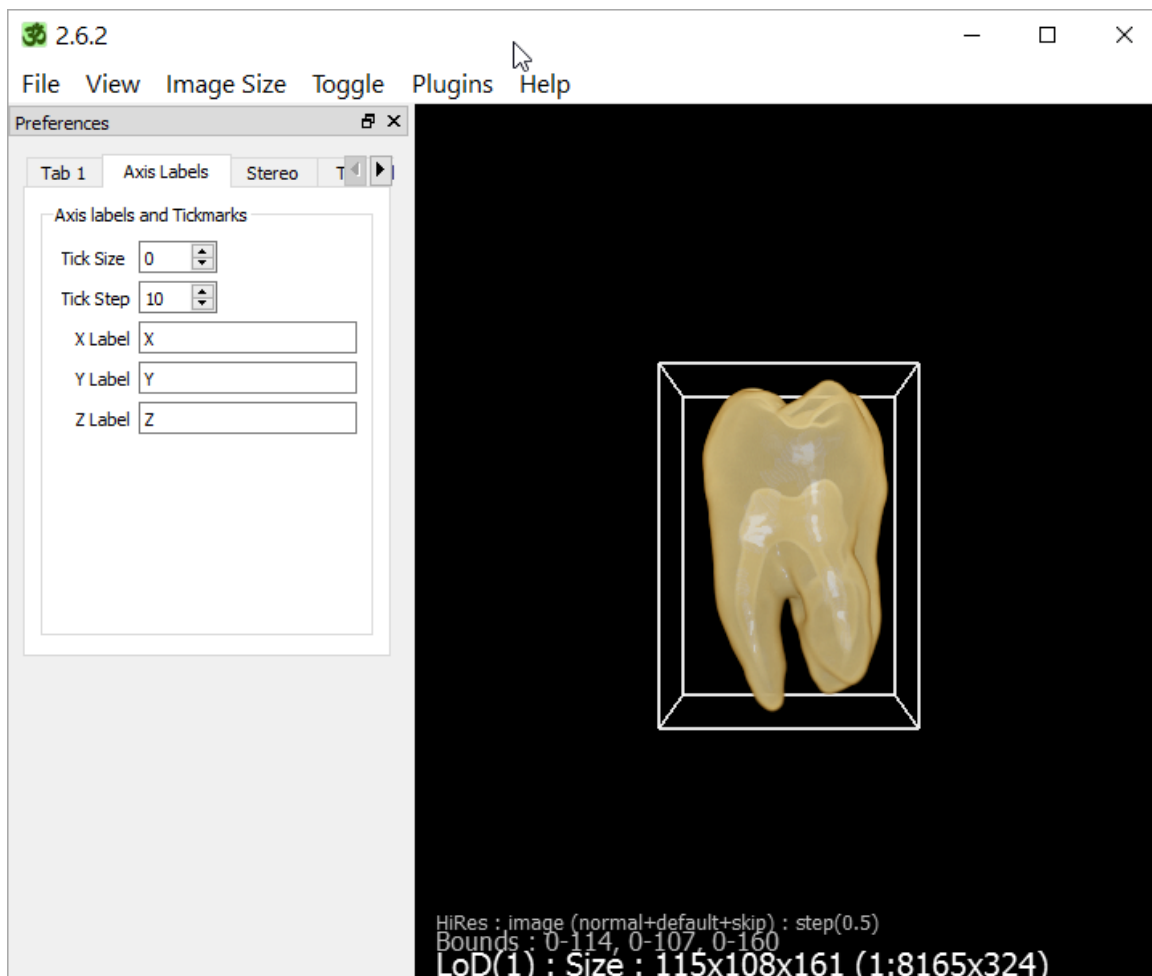
Press F2 to switch to HiRes mode.

Alternatively : Toggle->Hires Mode (F2).

Open **Preferences** panel : View->Preferences

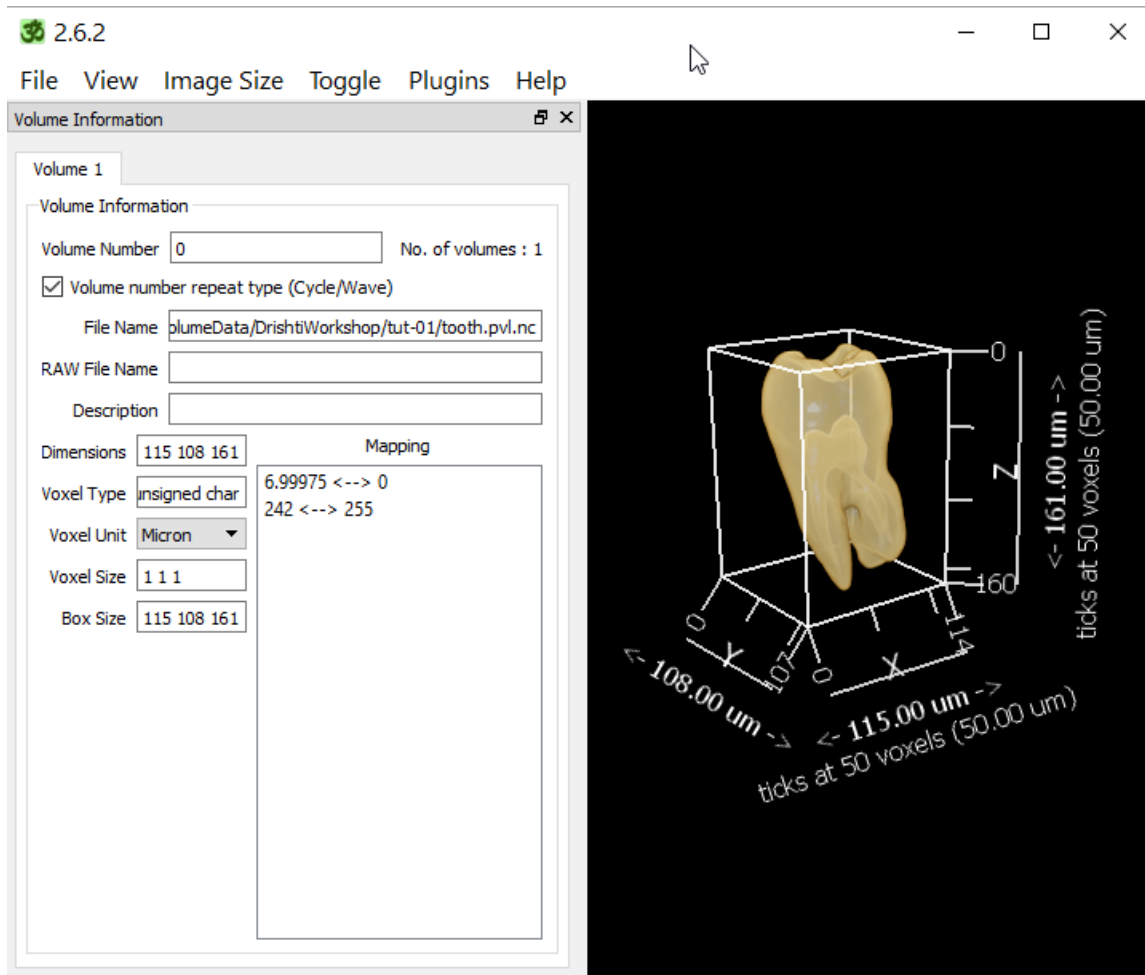
Change various options and observe the changes in axis labelling on the bounding box.

Display of bounding box can be toggled with **b** : Toggle->Bounding Box (b).



Open **Volume Information** panel : View->Volume Information

Change *Voxel Unit*, *Voxel Size* and *Box Size* and observe the changes in the rendered image.



Box Size and *Voxel Size* are related.

Voxel Type tells the number of bytes per voxel - 1(unsigned byte) and 2(unsigned short).

Mapping shows information about mapping from raw volume data to processed volume.

Volume Number tells the current volume number. When handling time series data (4D volume) this number can be greater than 0. *Volume number* can be changed to load a different volume from the 4D volume.