

Tutorial-03

Open Drishti Render.

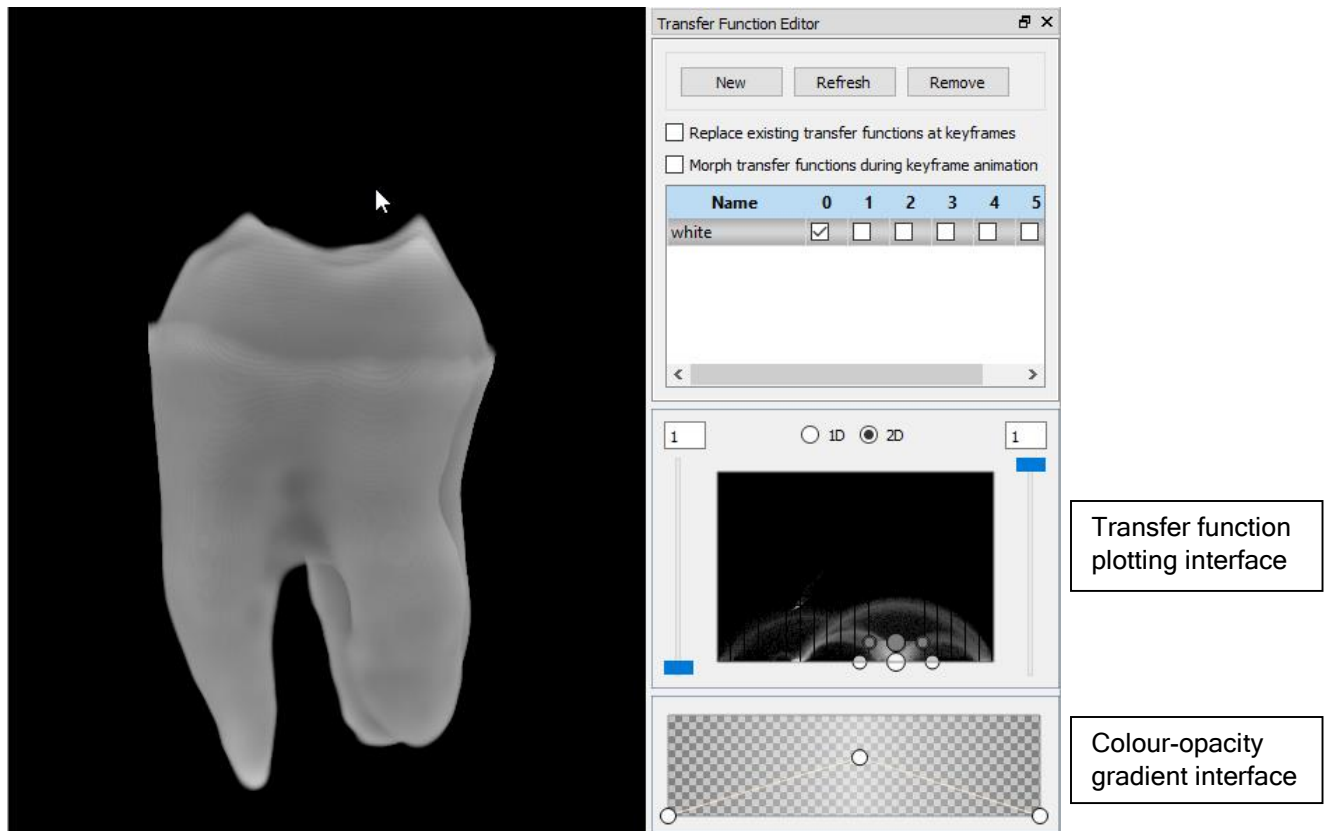
Load **tooth.pvl.nc** (created in tutorial 01) in Drishti Render.

Switch to HiRes mode.

Remove existing transfer function TF0 (use **Remove** button) and create new one (use **New** button). Change the name of this transfer function to *white* by double clicking on the transfer function name and overwriting it.

Now change the *white* transfer function so that it looks like in the image below.

The grid and mapping information in the transfer function plotting interface can be toggled by pressing **g** and **o** respectively when the keyboard focus is on the plotting interface.



Use Shift+Left mouse to move the spline normal points together. Use Shift+Left mouse to restrict the spline point movement in vertical direction.

Add another transfer function and call it *blue*. Change transfer function shape (middle panel) and colour and opacity (bottom panel) so that the image looks like the one below.

When mouse cursor is in the bottom panel (colour-gradient panel), press **Space** to bring up a popup menu for colours.

Name	0	1	2	3	4	5
white	☐	☐	☐	☐	☐	☐
blue	☒	☐	☐	☐	☐	☐

Transfer function plotting interface

Colour-opacity gradient interface

Transfer functions can be activated/deactivated by checking the boxes under column 0 (Set 0). The above image shows only *blue* transfer function, the *white* one is deactivated.

When mouse cursor is in the **Transfer Function Editor** panel, press **Ctrl+H** to show the help for the **Transfer Function Manager**.

Close Transfer Function Editor.

Open **Shader Widget** : View->Shader Widget.

Bring **Specular** value right down to zero in order to reduce the white patches of shininess on the blue dentine.

