

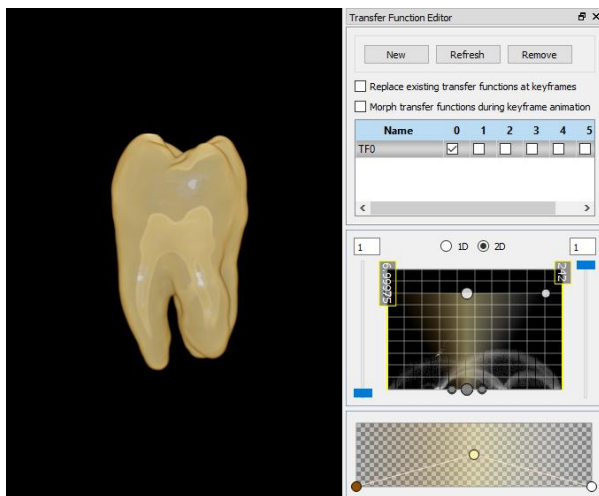
# Tutorial-05

Open Drishti Render.

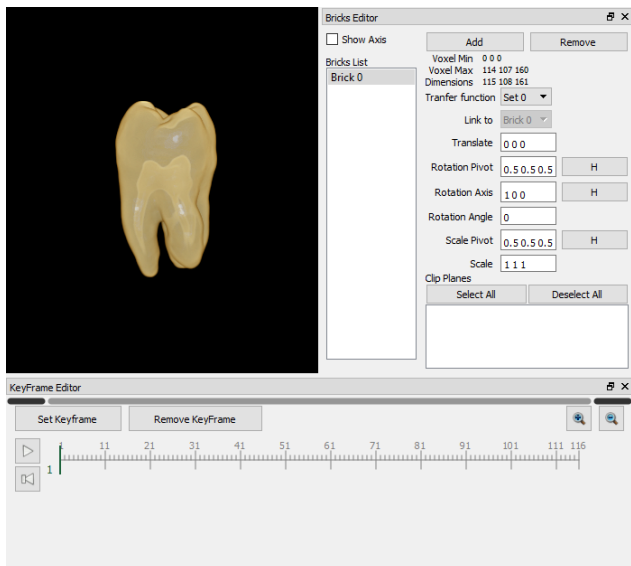
Load **tooth.pvl.nc** (created in tutorial 01) in Drishti Render.

Switch to HiRes mode.

Choose a suitable transfer function to show the tooth.



Close **Transfer Function Editor**. Open **Keyframe Editor** and **Bricks Editor**.



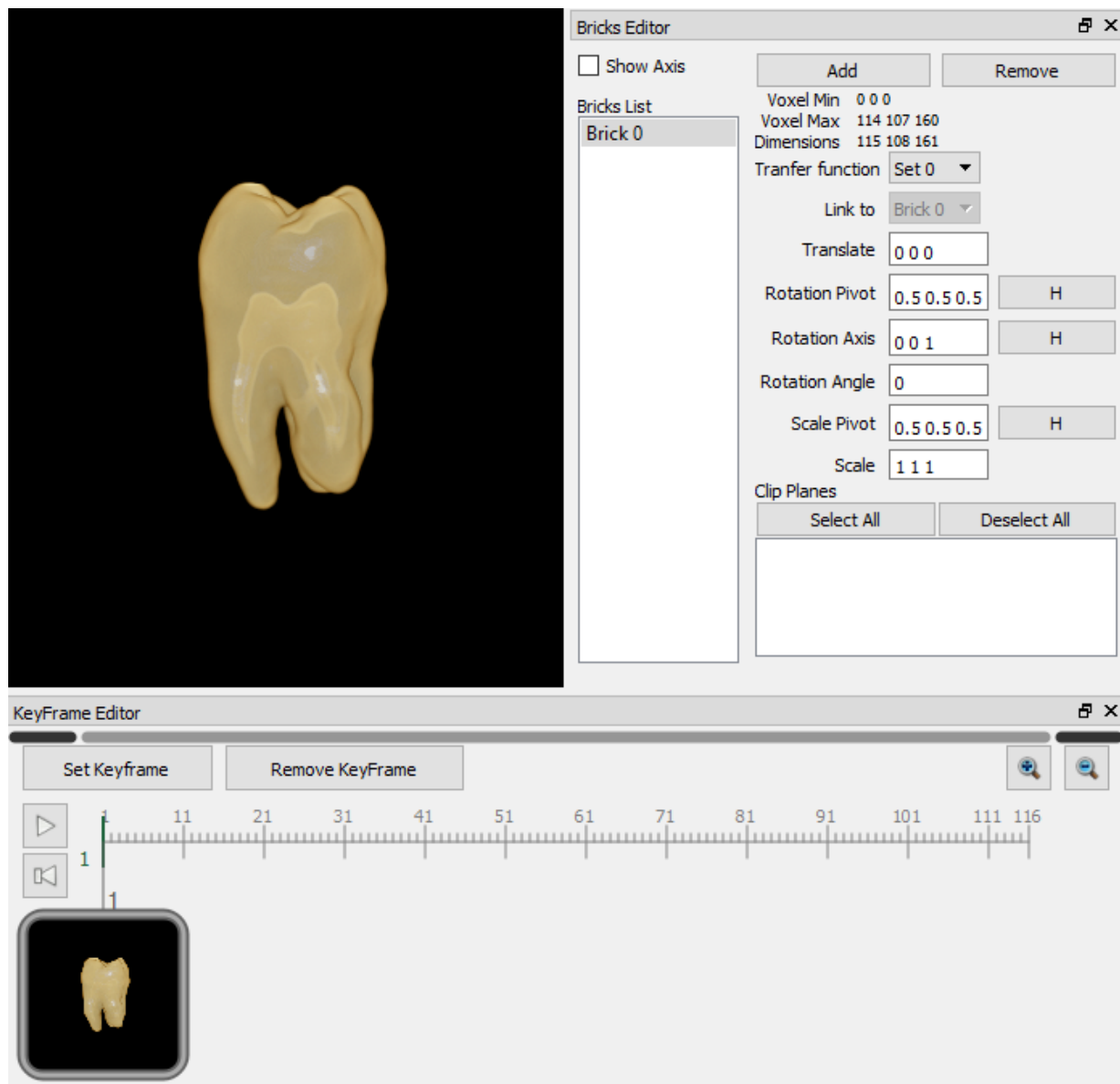
Click inside **Bricks Editor** and press Ctrl+H to display help.

Click inside **Keyframe Editor** and press Ctrl+H for help.

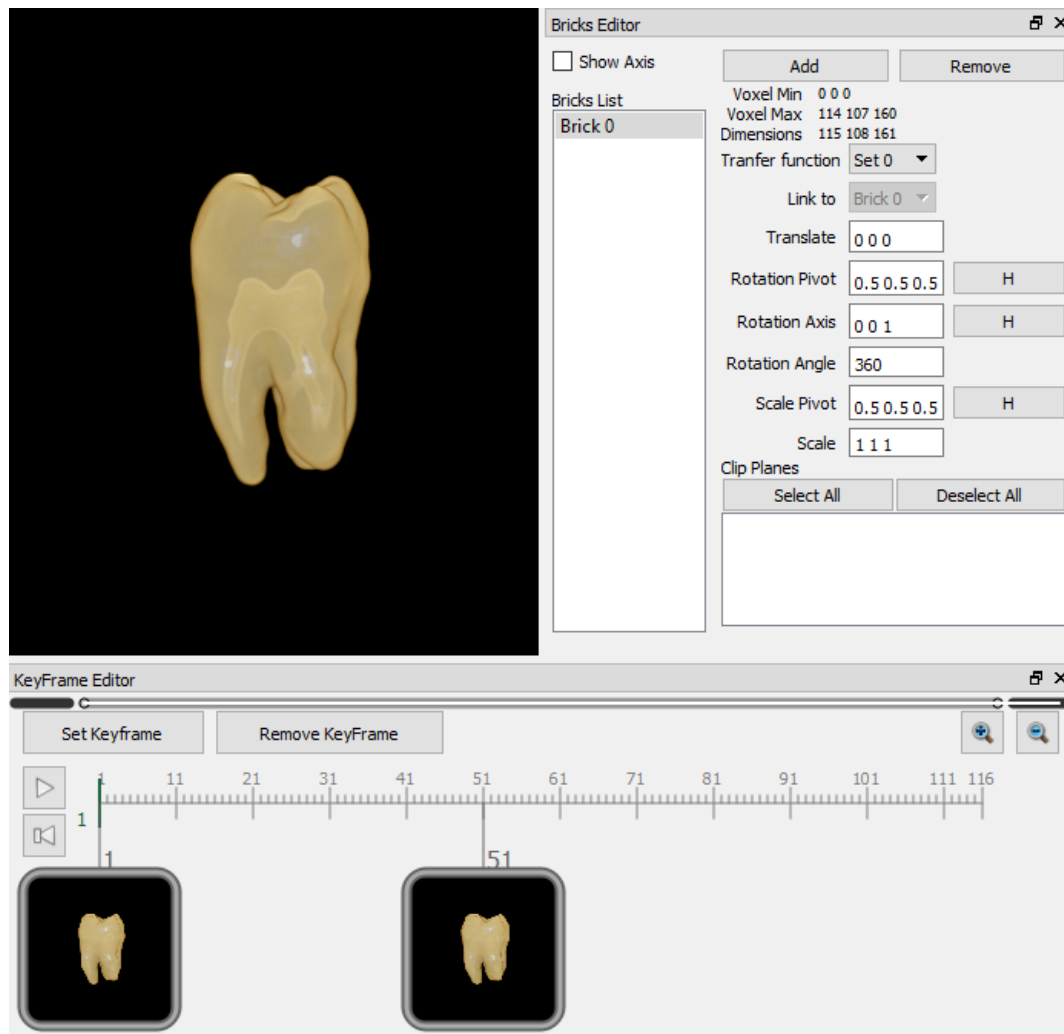
Select **Show Axis** in **Bricks Editor**. This will show the axis of rotation.

Change **Rotation Axis** from default value **1 0 0** (x axis) to **0 0 1** (z axis).

Press **Set Keyframe** in **Keyframe Editor**. This action will set a keyframe in the **Keyframe Editor** timeline.



Left click mouse on frame number 51. Change **Rotation Angle** in **Bricks Editor** to 360 and **Set Keyframe** in the **Keyframe Editor**.



You have now set two keyframes. These keyframes can be moved around. Various parameters such as rotation angle, camera parameters, etc. for the frames in between the keyframes are interpolated. Press *Play* button in **Keyframe Editor** and see the tooth rotating.

Add additional keyframes after changing say camera position/orientation, zooming in/out, changing parameters in the **Bricks Editor** and see their effect on the animation.

Save the animation movie using **Save Movie** (Windows only) option : File->Save Movie. 50 frames is only 2 sec worth of animation (assuming 25 frames per sec).