

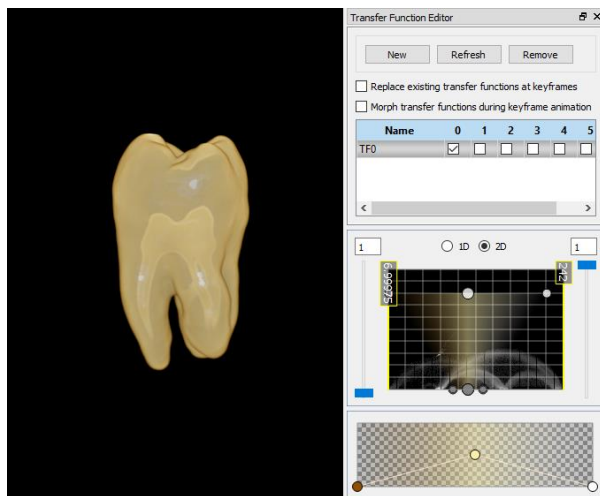
Tutorial-06

Open Drishti Render.

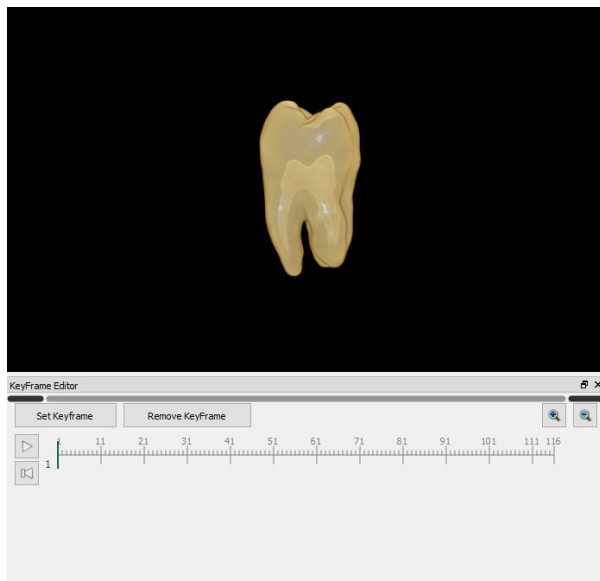
Load **tooth.pvl.nc** (created in tutorial 01) in Drishti Render.

Switch to HiRes mode.

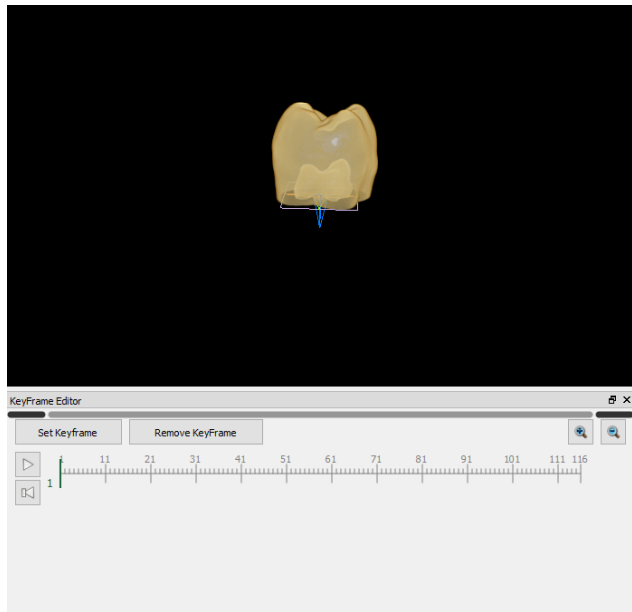
Choose a suitable transfer function to show the tooth.



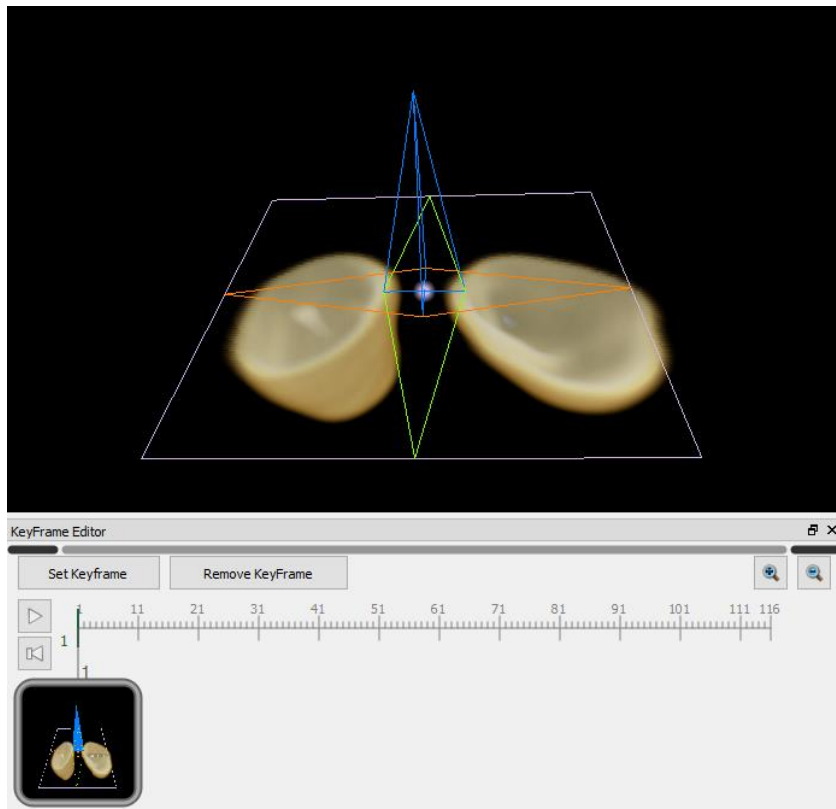
Close **Transfer Function Editor**. Open **Keyframe Editor**.



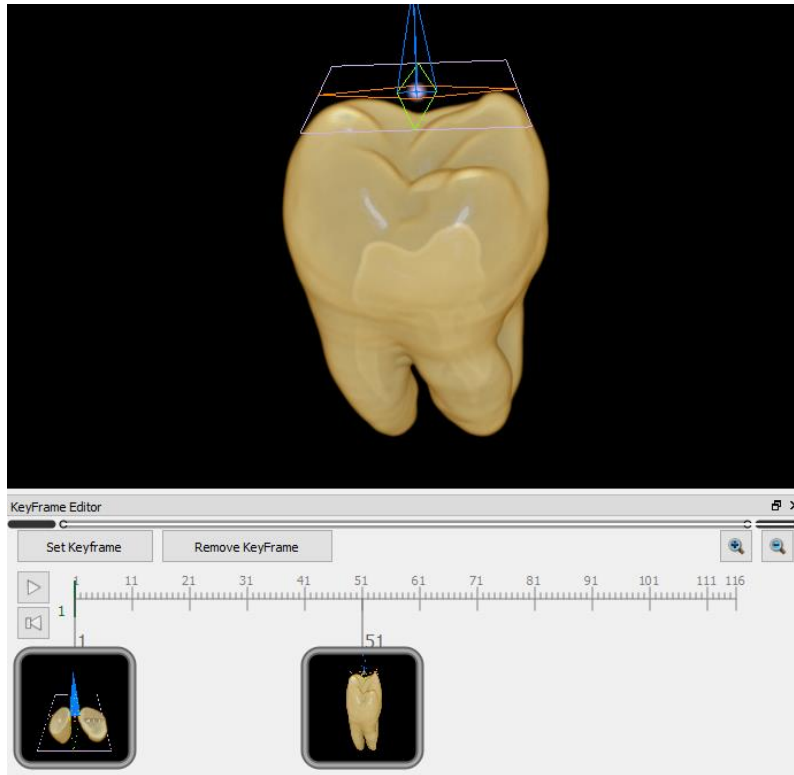
Press **c** to add a clipping plane. Hover over the clipping plane and press **Space Bar** to show the various parameters and help for clipping planes.



Manipulate the clipping plane such that it now lies near the bottom of the tooth. **Set Keyframe** in the **Keyframe Editor**.



Now move the clipping plane so that it is about the top of the tooth. **Set Keyframe** at frame 51 in the **Keyframe Editor**.



Play the animation to see the clipping plane revealing the tooth.

In this animation the clipping plane is seen to move from bottom to top. If one does not want to show the clipping plane, the keyframe should be saved with clipping plane hidden.

Press **v** to change the visibility of the clipping plane : Toggle->Visibility.

Click on keyframe at 1 to select it. Move mouse into rendering window and press **v** to hide the clipping plane. Press **Set Keyframe** to overwrite the keyframe at 1.

Do the same for keyframe at 51.

Clip widgets will become ungrabbable once a keyframe is selected. This is to ensure that users do not unintentionally change the settings. To make the widgets grabbable press toggle switch **g** (Toggle->**Mouse Grab**).

Save the animation movie.

Try out clipping combined with rotation using **Bricks Widget**.

Try out multiple clipping planes.