

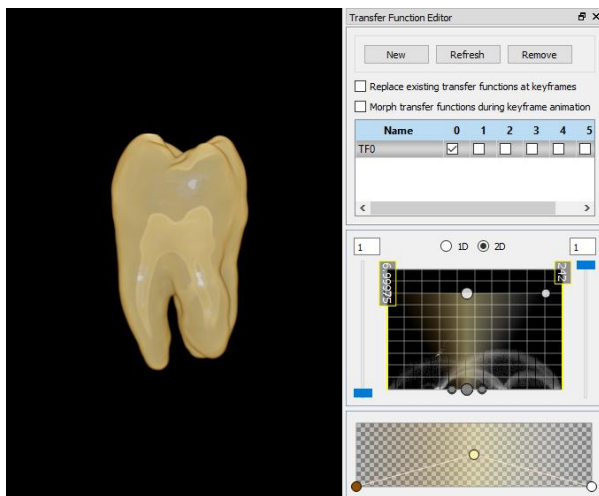
Tutorial-07

Open Drishti Render.

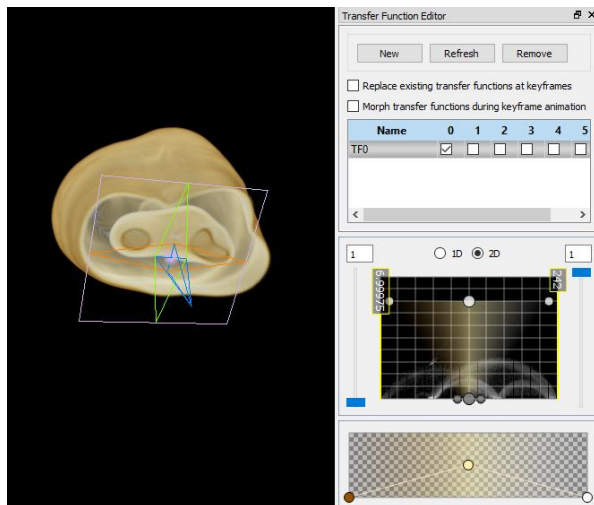
Load **tooth.pvl.nc** (created in tutorial 01) in Drishti Render.

Switch to HiRes mode.

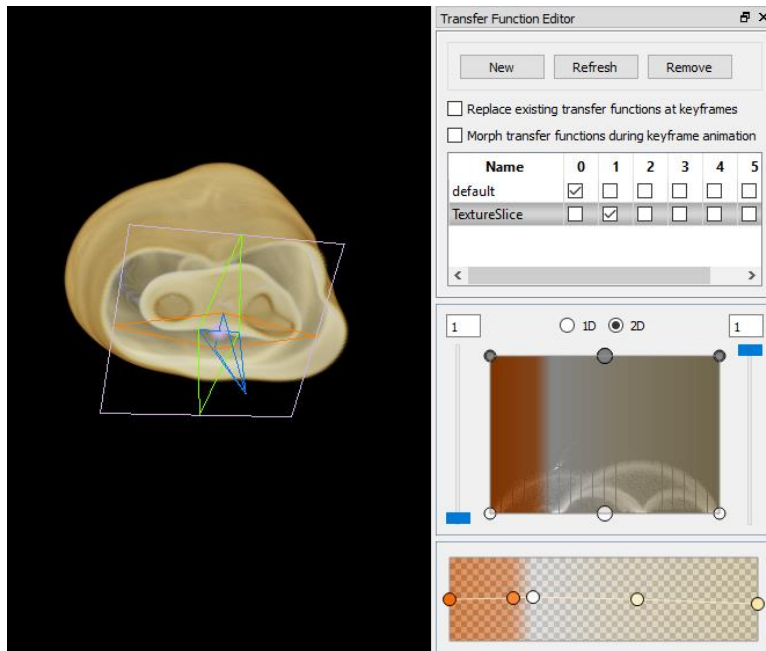
Choose a suitable transfer function to show the tooth.



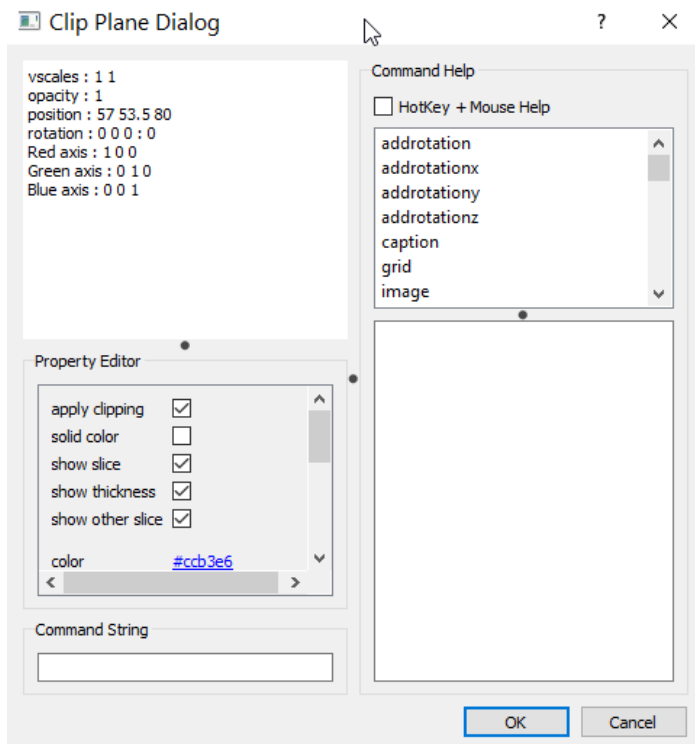
Press **c** to add a clipping plane.



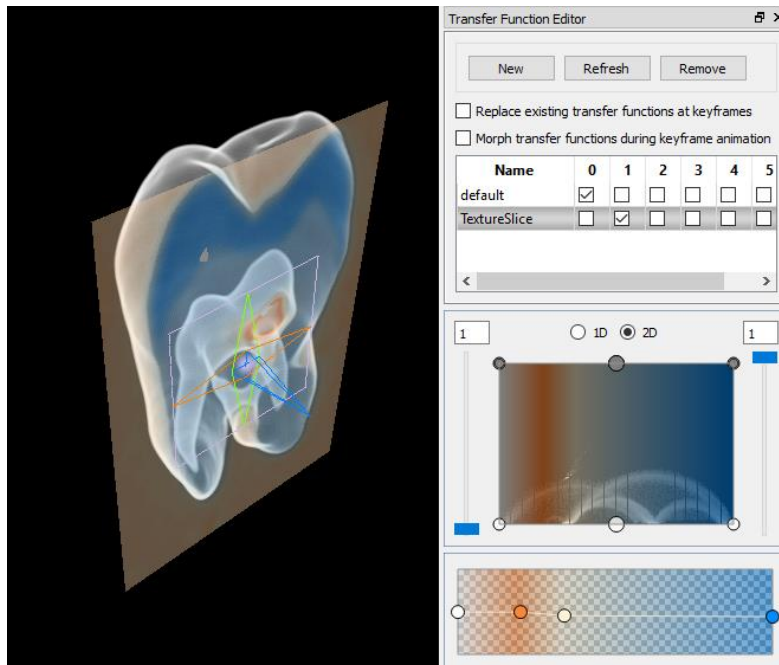
Add a new suitable transfer function using **New** button in the **Transfer Function Editor**. Deselect check box for Set 0 of this transfer function and select checkbox 1. This means that this new transfer function is added to Transfer Function **Set 1**. We want to use this transfer function as a slice texture on clip plane.



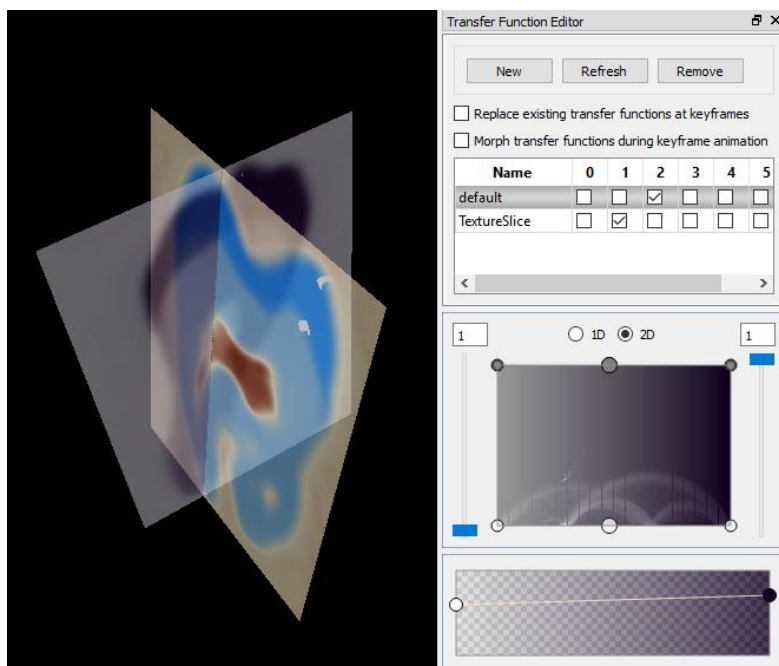
Hover over the clipping plane and press Space Bar to bring up **Clip Plane Dialog**.



Go down to **tfset** parameter and set it to 1 (default value is -1). **tfset** parameter specifies the Transfer Function Set to be used for texturing the clip plane slice. Value of -1 deactivates the texturing of the clipping plane. Now the clipping plane can be used to display textured slice through the volume.



Add another clipping plane and set its **tfset** parameter to 2. Add another transfer function and add it to Set 2. Switch off transfer functions in Set 0 (Set 0 transfer functions are used to 3D rendering of the volume data).



Try animating the textured slice using technique learnt in Tutorial 06.