

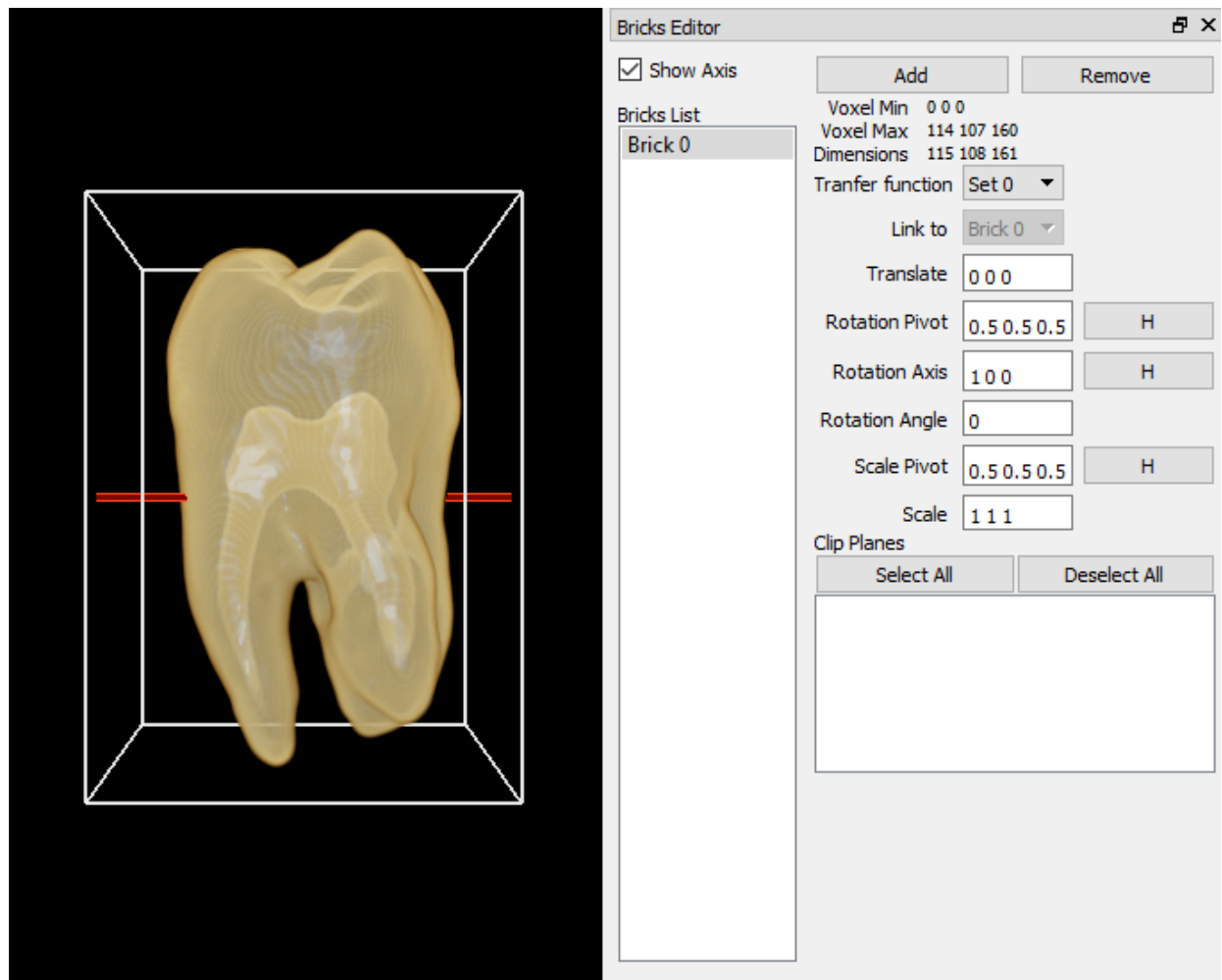
Tutorial 09

Open Drishti Render.

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

Switch to HiRes mode.

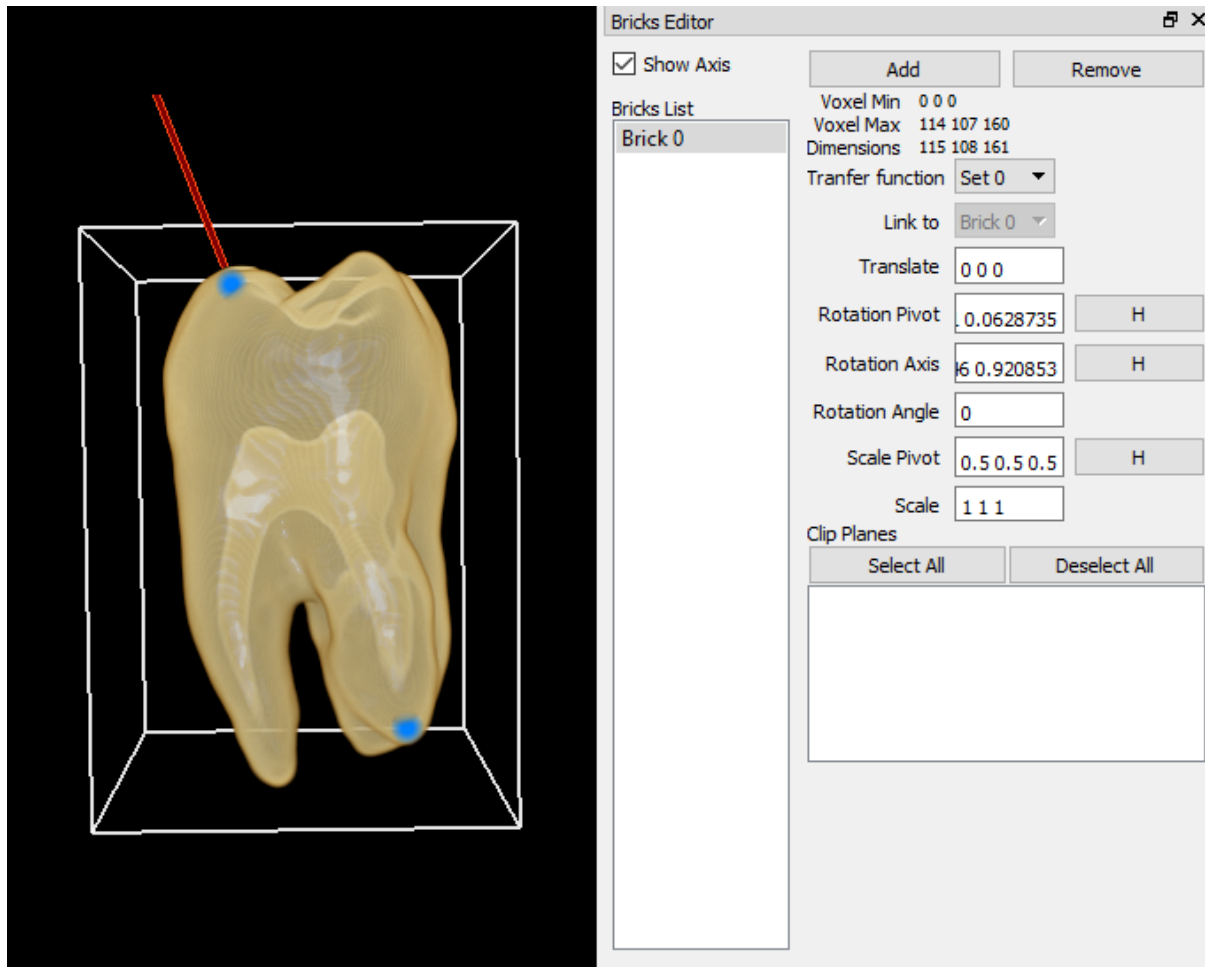
Open **Bricks Editor** and check **Show Axis**. This will show the rotation axis in red.



The default **Rotation Pivot** is 0.5 0.5 0.5 - the center of the box.

Add a point on the volume by Shift+Left click. The point will be shown as a blue dot. Press H button (hit point) besides the **Rotation Pivot**. This will set rotation pivot to currently added point on the volume. The rotation axis will now be positioned such that it centers on the rotation pivot.

Add another point on the volume. Press H button besides the **Rotation Axis**. This will change the axis of rotation. The rotation axis will now align such that it passes through the currently added point.



Brick boxes have normalized coordinates - i.e. box limits are (0,0,0) to (1,1,1); so box centroid is (0.5,0.5,0.5).

To remove the points, hover individually over the points (the points will turn green) and press DEL.

Set keyframes in the Keyframe Editor with appropriate rotation angles to create rotation animation about the arbitrary axis.

Change various parameters in the Bricks Editor and observe the changes in rendering.

The various parameters in **Bricks Editor** can of course be changed by typing in the text boxes.