

Tutorial 10

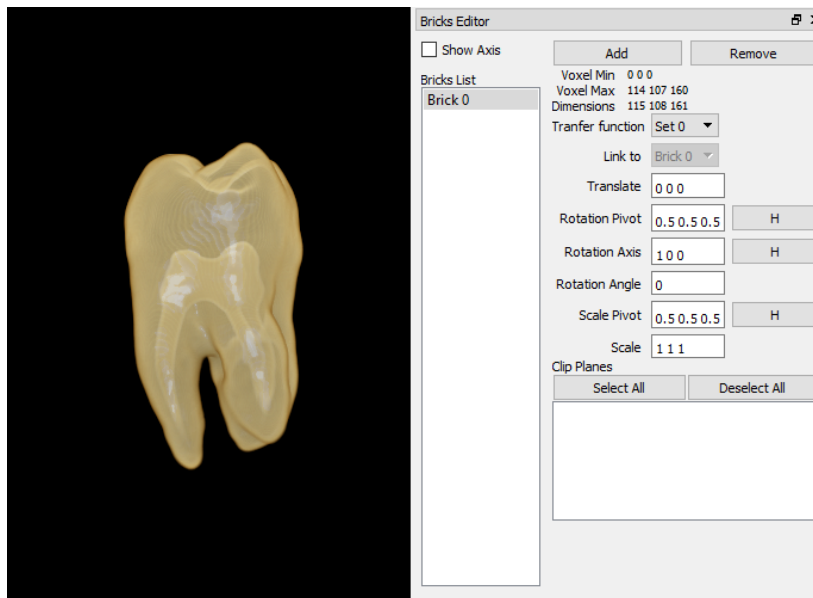
Open Drishti Render.

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

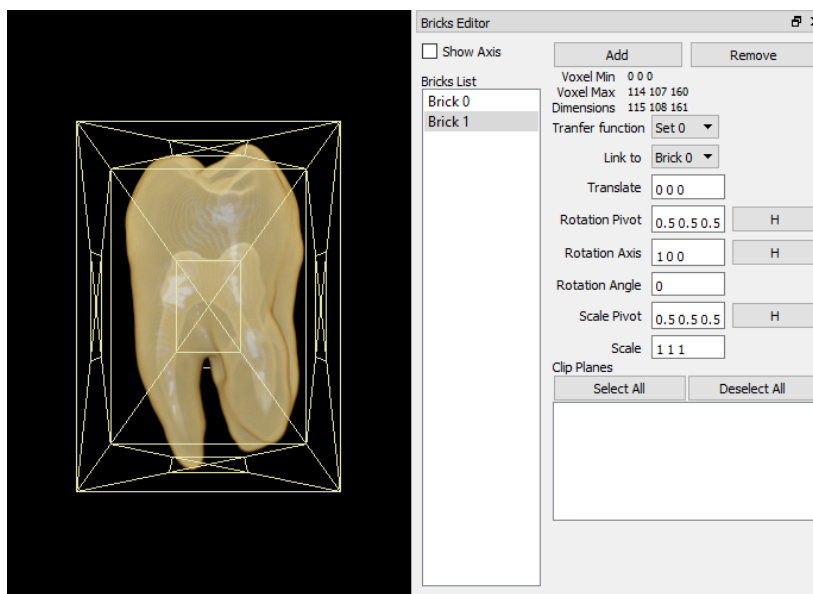
Switch to HiRes mode.

Press **b** to hide the bounding box.

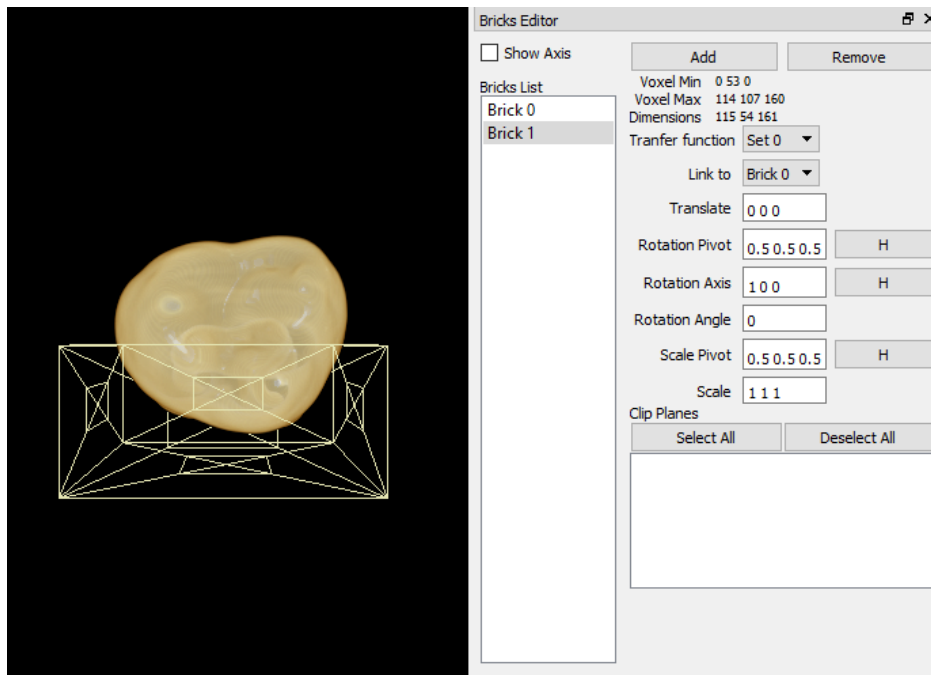
Open **Bricks Editor**.



Press **Add** button in **Bricks Editor** to add a new brick.

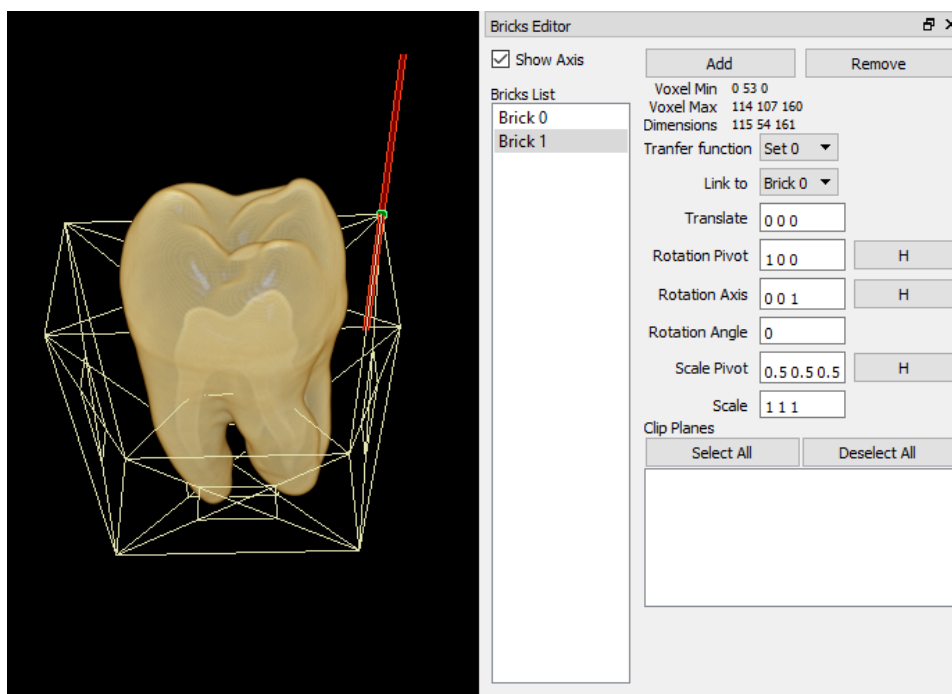


Select Brick 1 from the **Bricks List**. Change the size of Brick 1 in the rendering window by moving the box cross bars.

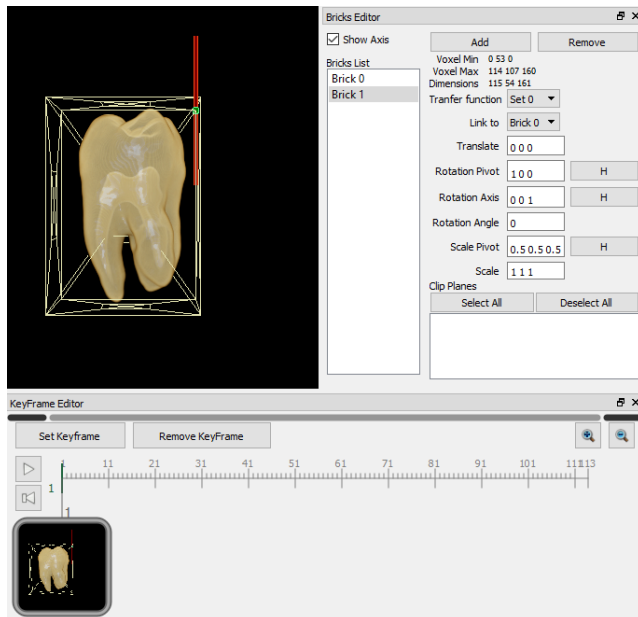


Voxel Min, Voxel Max and Dimensions values will change in the Bricks Editor for Brick 1.

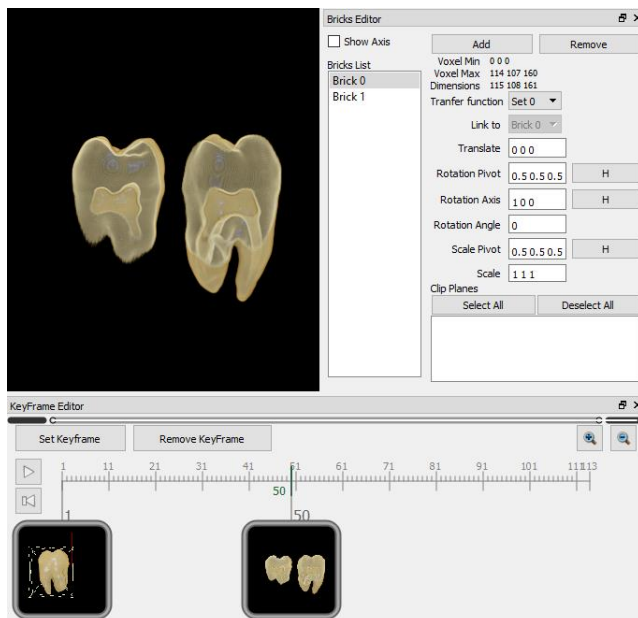
Check **Show Axis**. This will show the rotation axis in red. Set the **Rotation Pivot** to 1 0 0 and **Rotation Axis** to 0 0 1. The rotation axis is now positioned at one corner of the brick box.



Open **Keyframe Editor** and set a keyframe.



Change **Brick 1 Rotation Angle** to -180. Uncheck **Show Axis**. Select **Brick 0**, this will remove the box display in the renderer. Boxes with crossbar are displayed only for bricks other than **Brick 0**. Now set another keyframe in **Keyframe Editor**.



Play the animation.

Try changing **Transfer Function** parameter (for that you may need to add transfer functions in relevant sets in **Transfer Function Editor**).

Try with multiple bricks. Bricks can overlap each other.