

Tutorial 13

Open Drishti Render and load cosmo.pvl.nc used in tutorial 12.

Press F2 and switch to Hires mode.

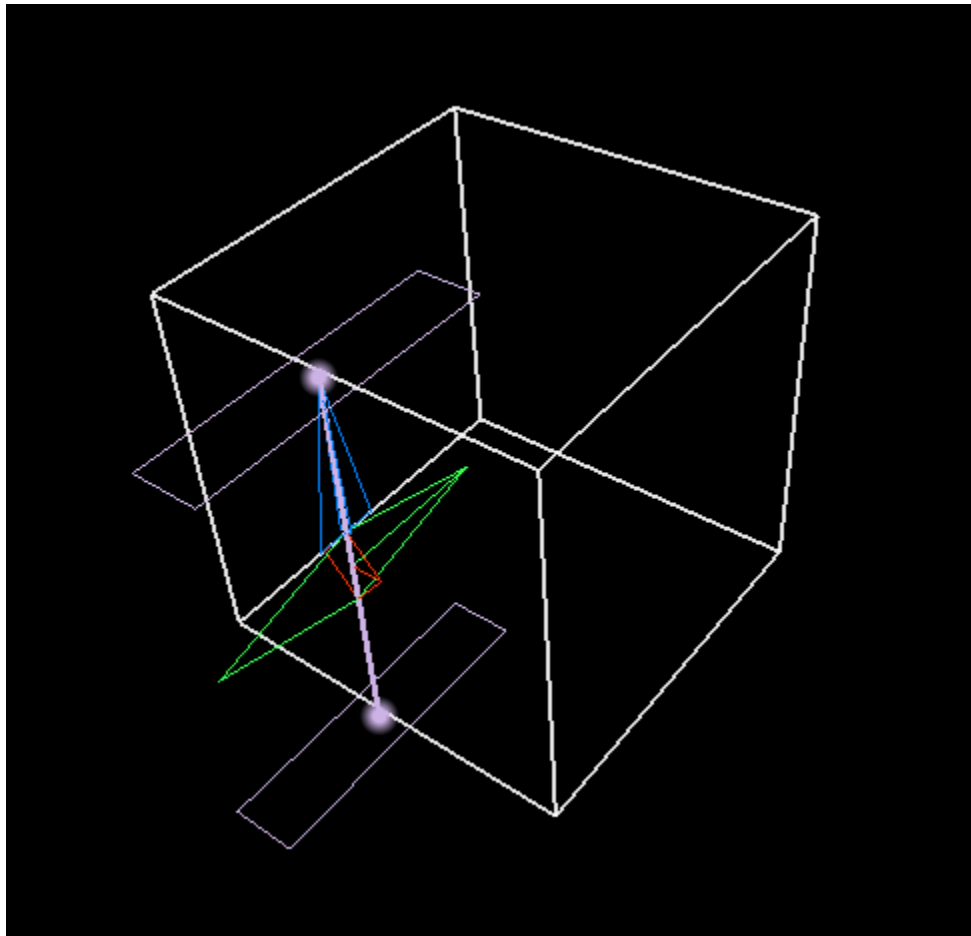
As shown in tutorial 12, switch to basic lighting - check **only basic light** in **GI Light Parameter** box.

Add a crop as done in tutorial 12.

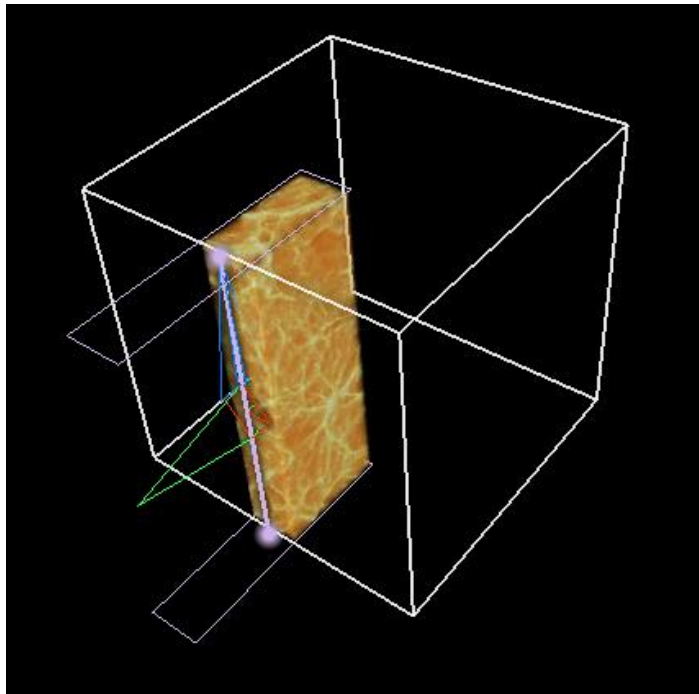
Switch off TF0 in **Set 0** in **Transfer Function Editor** so that crop widget is clearly visible.

Manipulate the crop widget such that the green axis is much larger than the red one - make red side smaller and green side larger by Ctrl+Left mouse dragging the respective sides.

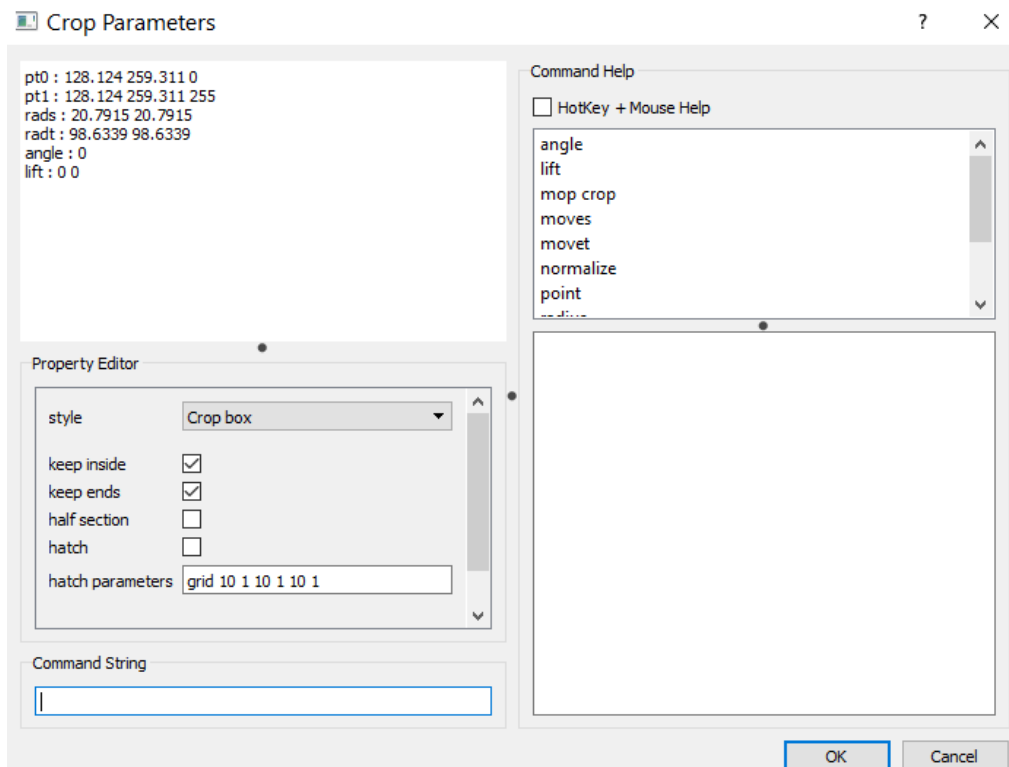
Move the crop widget so that it is at the edge of the bounding box as shown in the figure below.



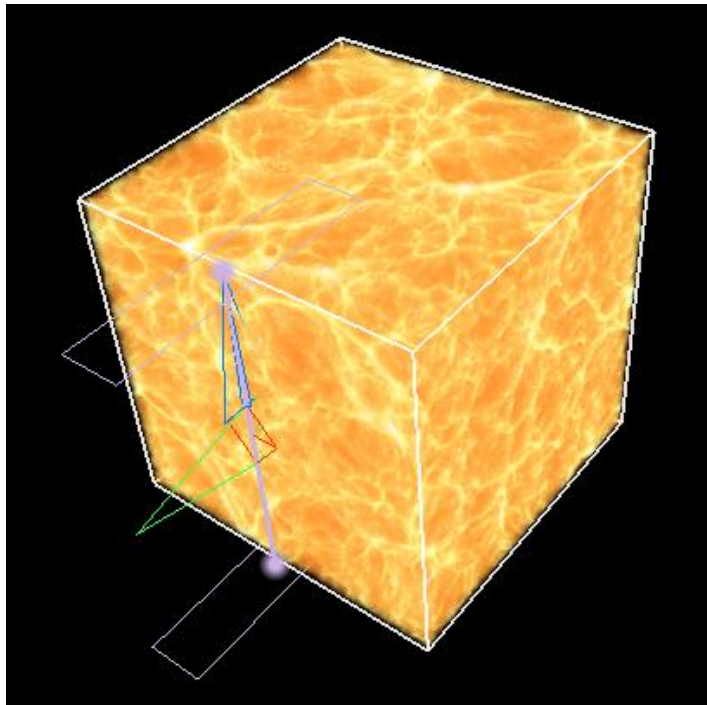
Now switch on TF0 in **Set 0** in **Transfer Function Editor**.



Hover over the crop widget and press spacebar. This will bring up **Crop Parameter** dialog.

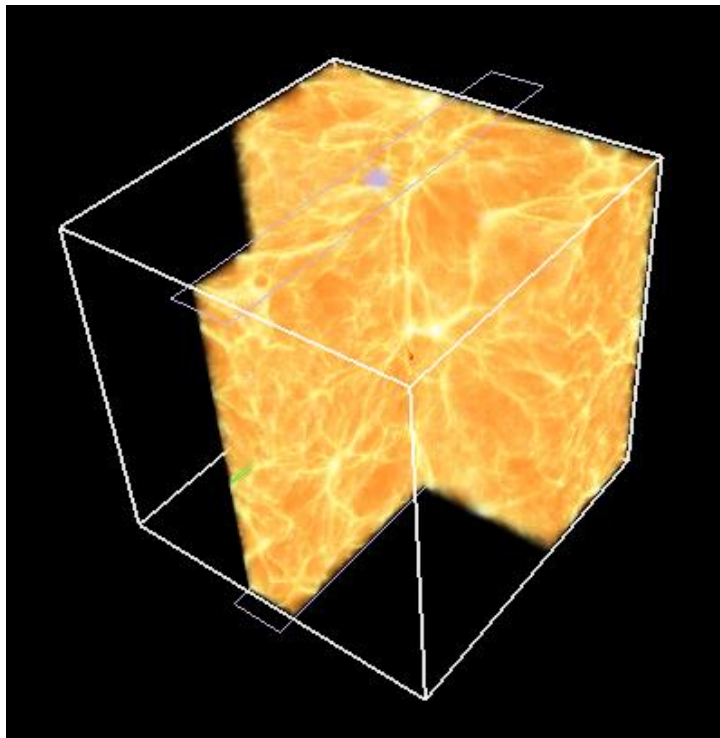


Switch on **half section**. You will get the following image.



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

Now move the crop to the back along the green axis and save another keyframe.



Play the animation. You should see a slab being extruded from the volume.

Press **1** (**Toggle->Shadow Render**) to turn on screen-based shadows.

Crop 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**).

Try out different parameters within **Crop Parameters** dialog and see their effects on the rendering.