

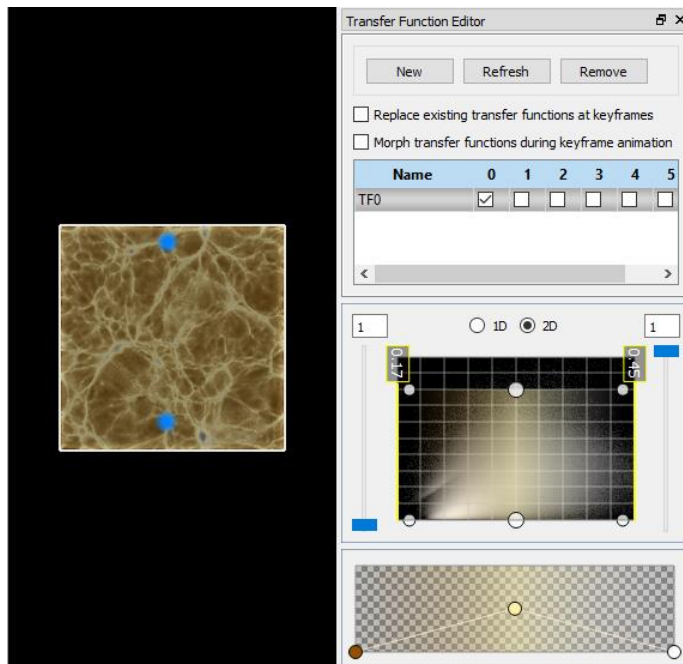
Tutorial 14

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

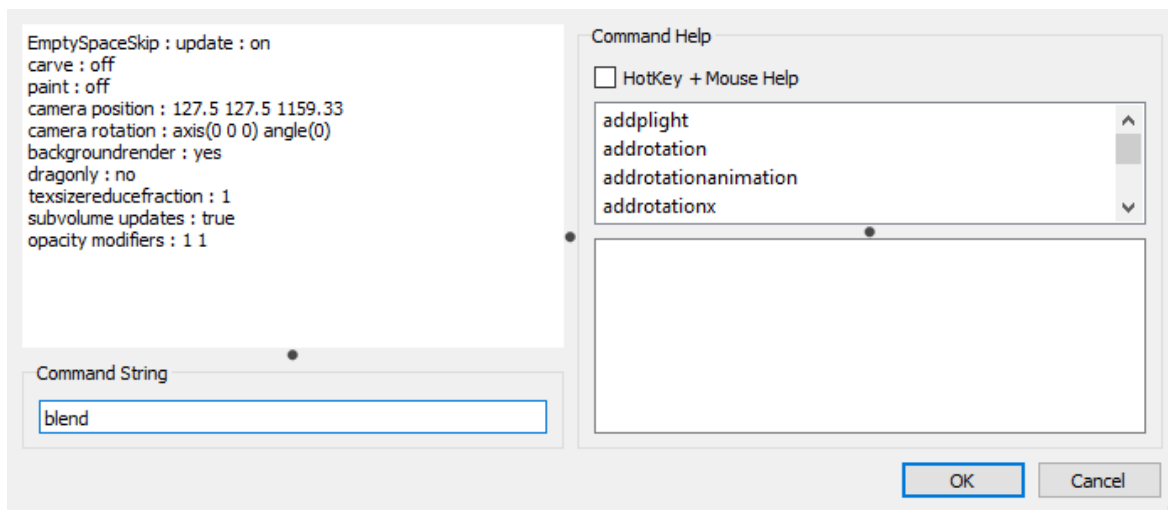
Press F2 and switch to Hires mode.

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

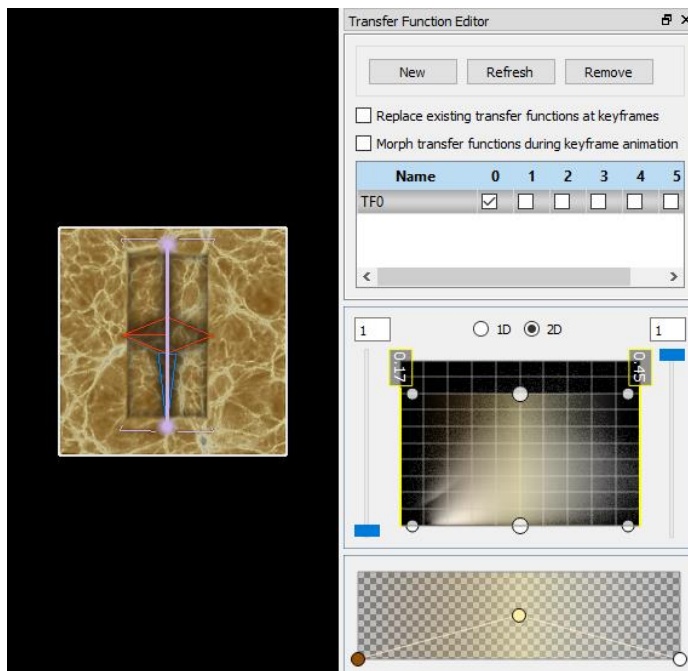
Add two points using Shift+Left mouse click.



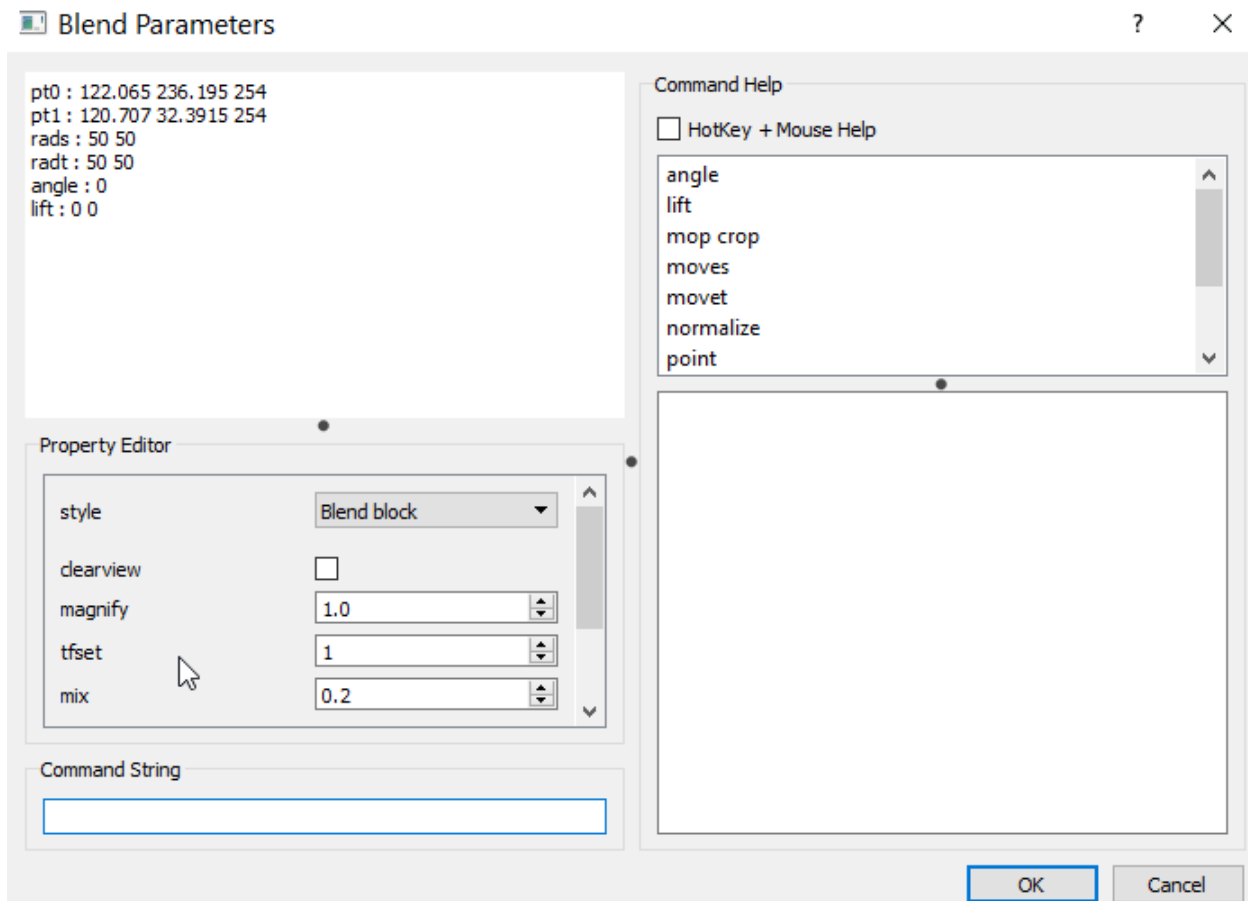
Press spacebar to bring main **Command** dialog. In the **Command String** enter *blend*.



Switch on screen-based shadows by pressing **1** (**Toggle->Shadow Render**).

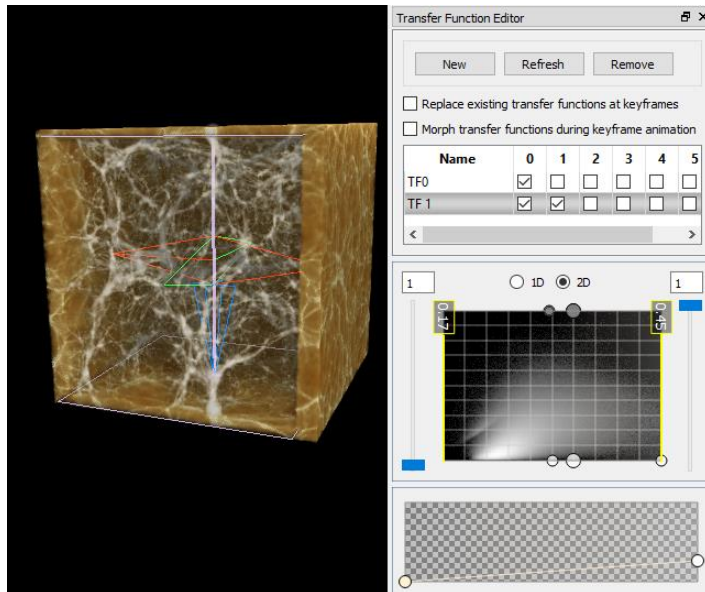


Hover over the blend widget and press spacebar to bring up **Blend Parameter** dialog.

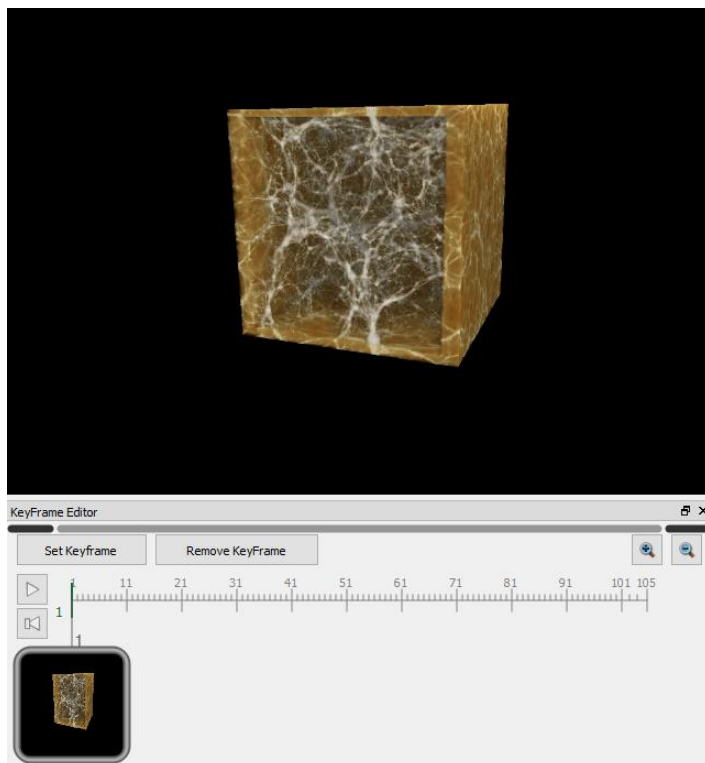


Note that the **tfset** parameter is 1 (by default). This blend operation will use transfer functions from **Set 1**. Currently there are no transfer functions added to **Set 1** under **Transfer Function Editor**, therefore the blend region will be empty.

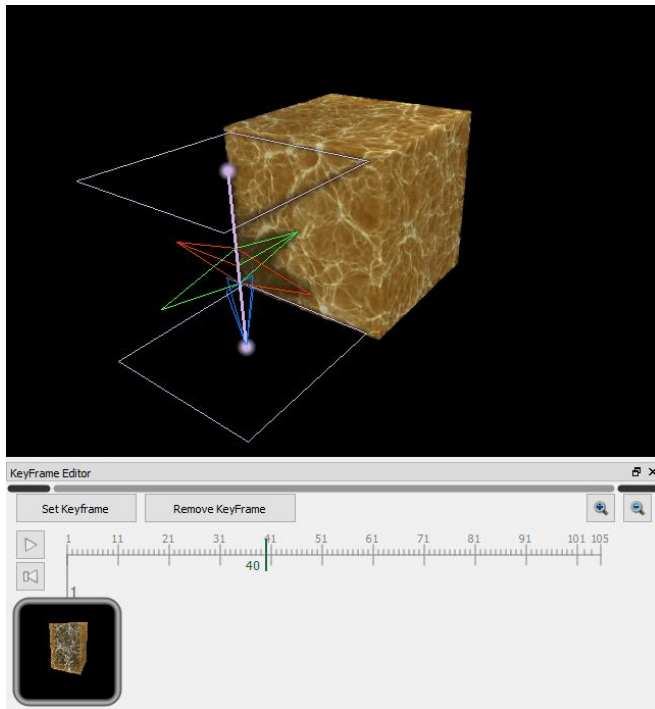
Add a new suitable transfer function using **Transfer Function Editor** and add it to **Set 1**. The new transfer function can be in both sets **Set 0** as well as **Set 1**. Modify blend widget (operations are similar to crop widget) so that it occupies a bigger region.



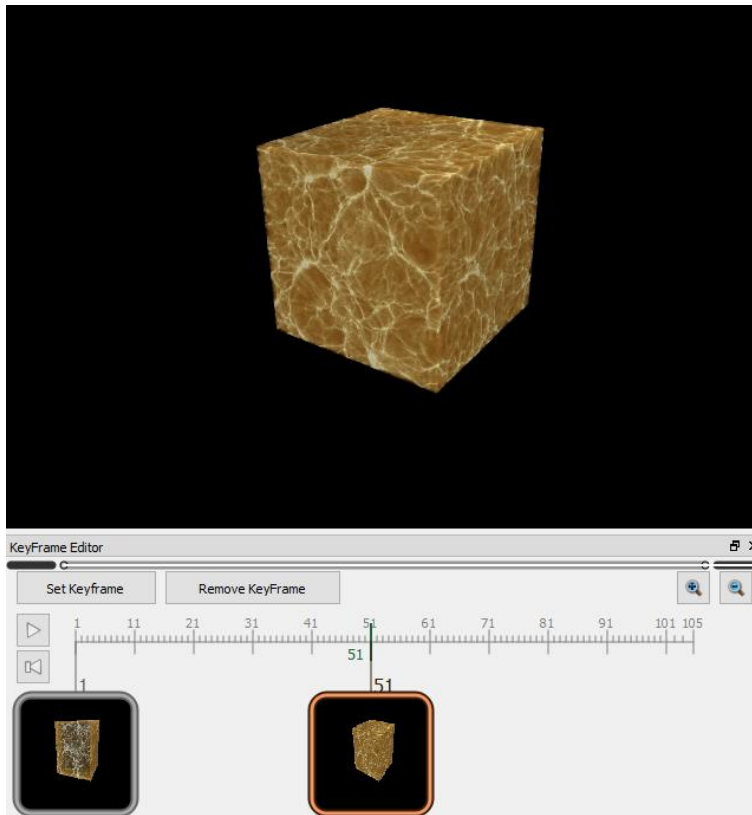
Open **Keyframe Editor**. Hide the blend widget (v) and save keyframe.



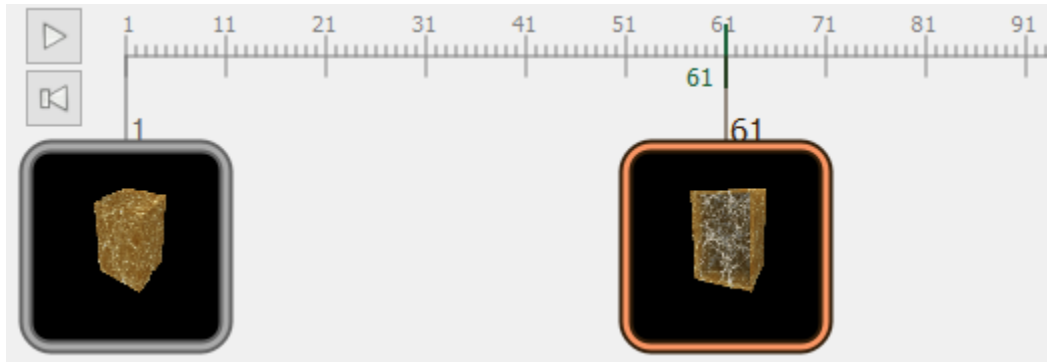
Press **v** to show the blend widget. Move the blend widget out of the bounding box occupied by the volume.



Hide blend widget and save another keyframe.



Now move the two keyframes around so that blend operation pushes a hole in the volume to show the blended transfer function. Keyframe at 1 is moved to 61 and the one at 51 is moved to 1.



Play the animation.

Blend 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 **Blend Parameters** dialog and see their effects on the rendering.