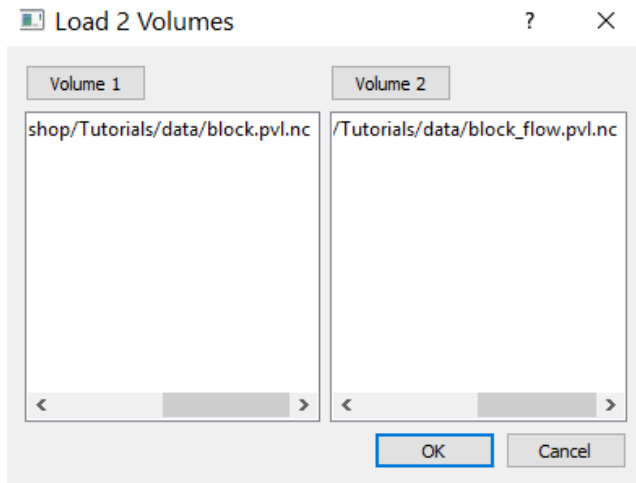


Tutorial 15

Open Drishti Render.

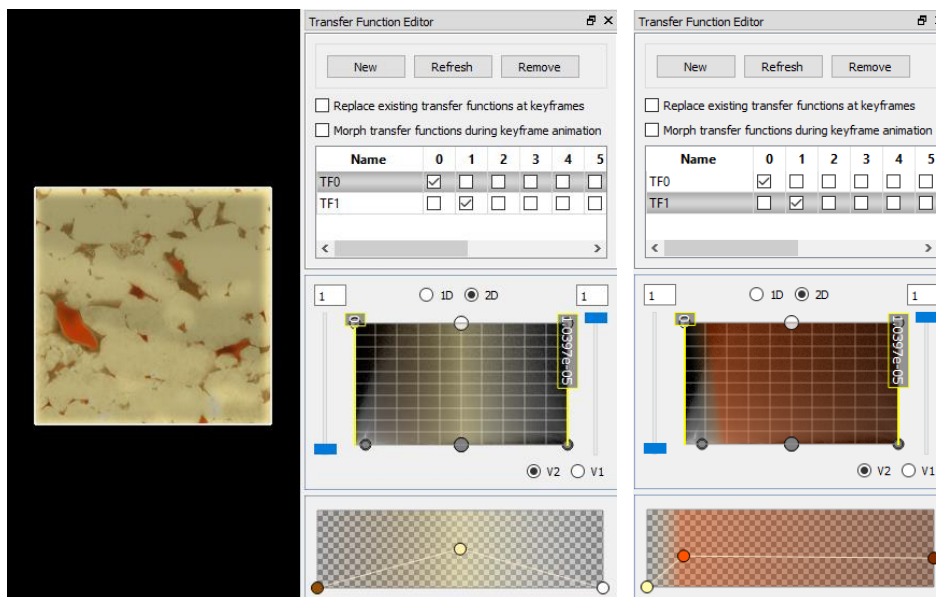
File->Load Volume->Load 2 Volumes

Load block.pvl.nc as first volume and block_flow.pvl.nc as the second volume.

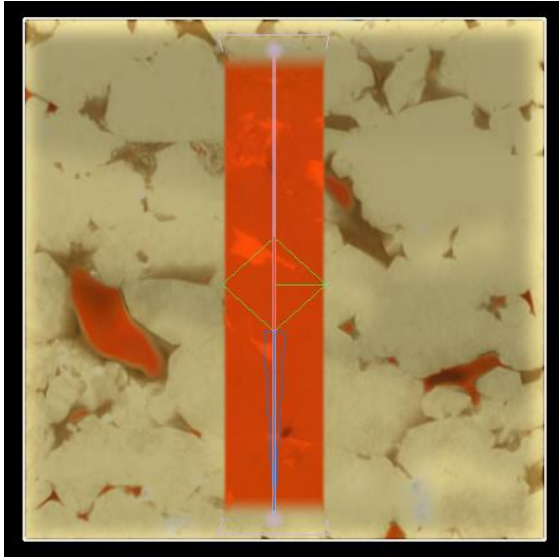


Press F2 and switch to Hires mode.

Two transfer functions will be automatically set for the two volumes. Transfer function in **Set 0** will act on first volume and the one in **Set 1** will act on the second volume. Modify the transfer functions if needed.

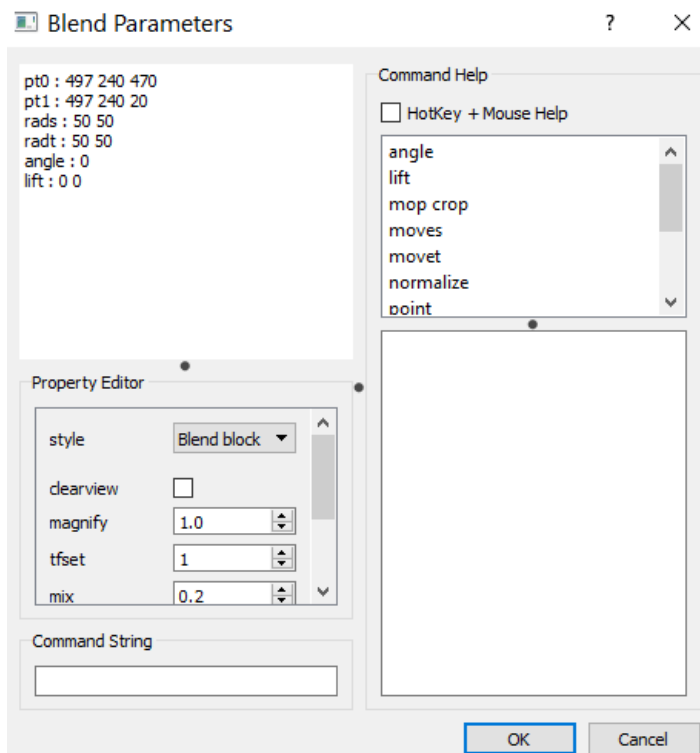


Add two points using Shift+Left mouse click and create the *blend* widget as done in tutorial 14.



As done in tutorial 12, switch to basic lighting - check **only basic light** in **GI Light Parameter** box that can be accessed by pressing TAB (with no panel attached to the main rendering window).

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



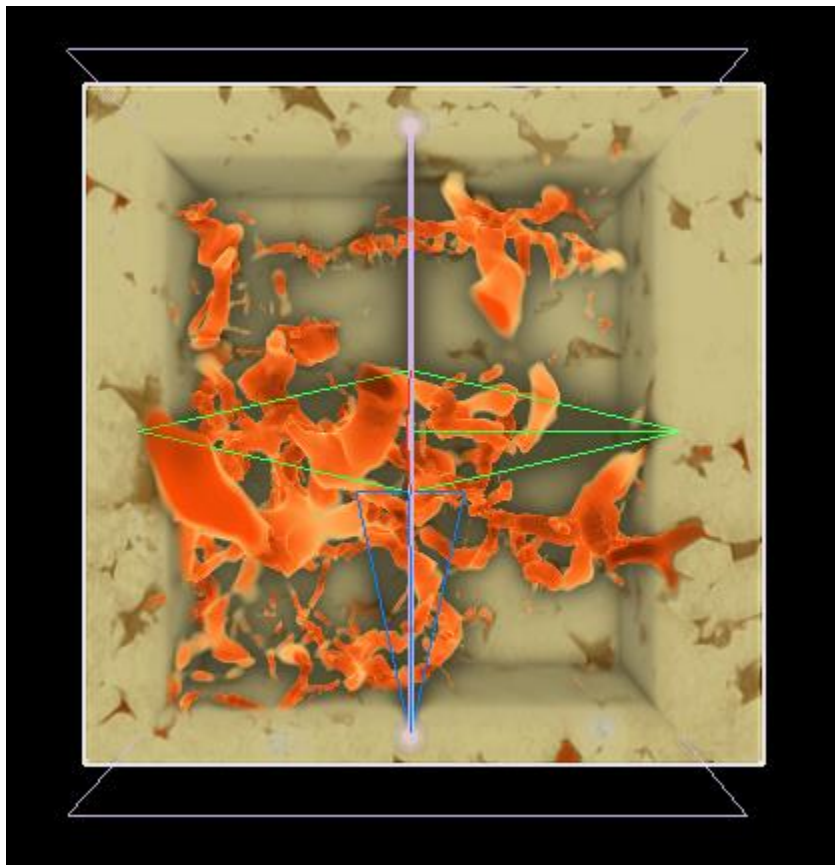
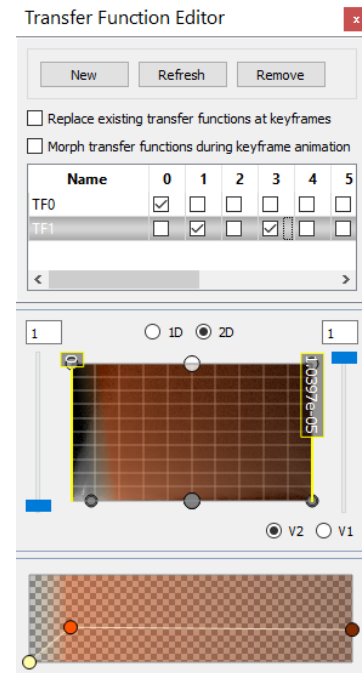
Set the **tfset** parameter to 2 (default value is 1). Since there is no transfer function set for **Set 2** and **Set 3** the blend region will be empty.

Switch on transfer function TF1 for **Set 3**. Keep **Set 2** empty - i.e. no transfer functions are switched on for that set.

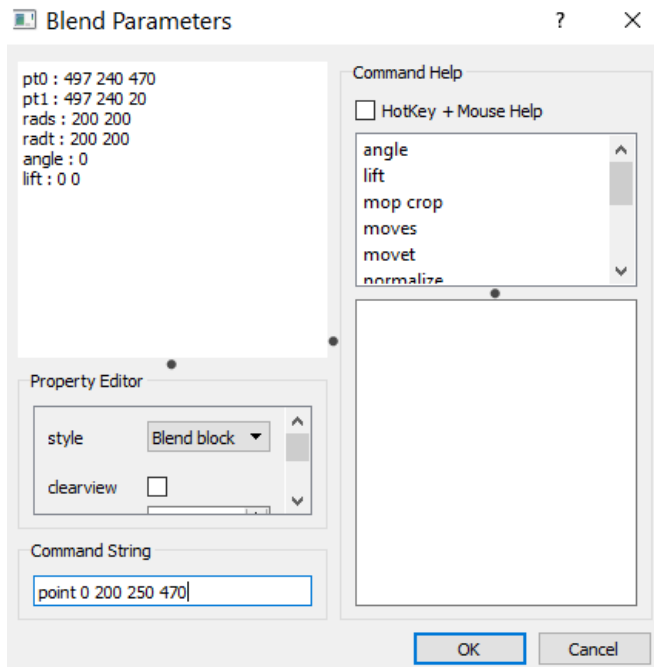
With *blend* widget having **tfset** parameter set to 2, the blend region will apply **Set 2** transfer functions to the first volume and **Set 3** transfer functions to the second volume. Since we have nothing in **Set 2**, we should not see the first volume in the blend region. Only the second volume should be seen in the blend region.

Hover over the blend widget and press spacebar. Enter *radius 200* in the **Command String** of the **Blend Parameter** dialog. This will increase the size of the blend region along red and green axes.

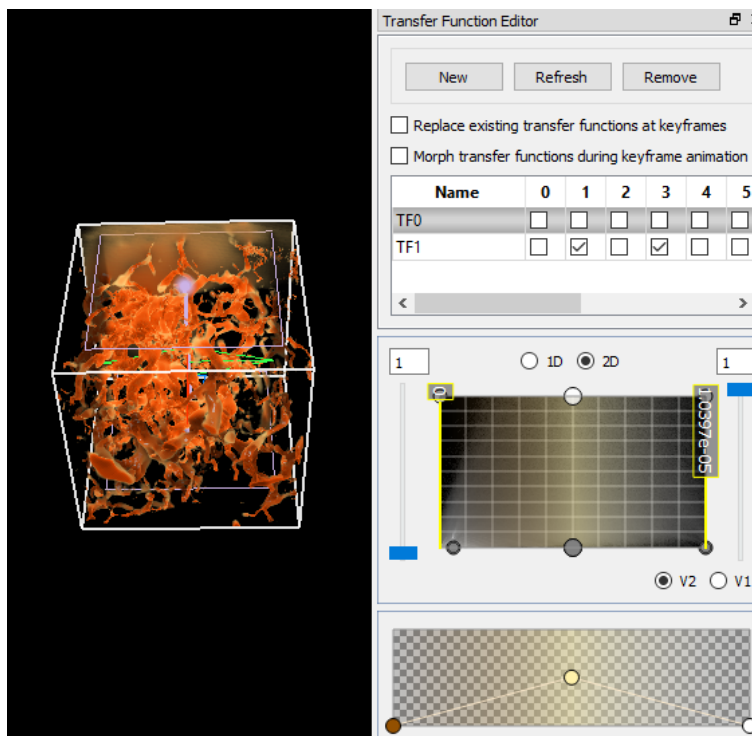
Press **1** to switch on screen-based shadows (**Toggle->Render Shadows**).



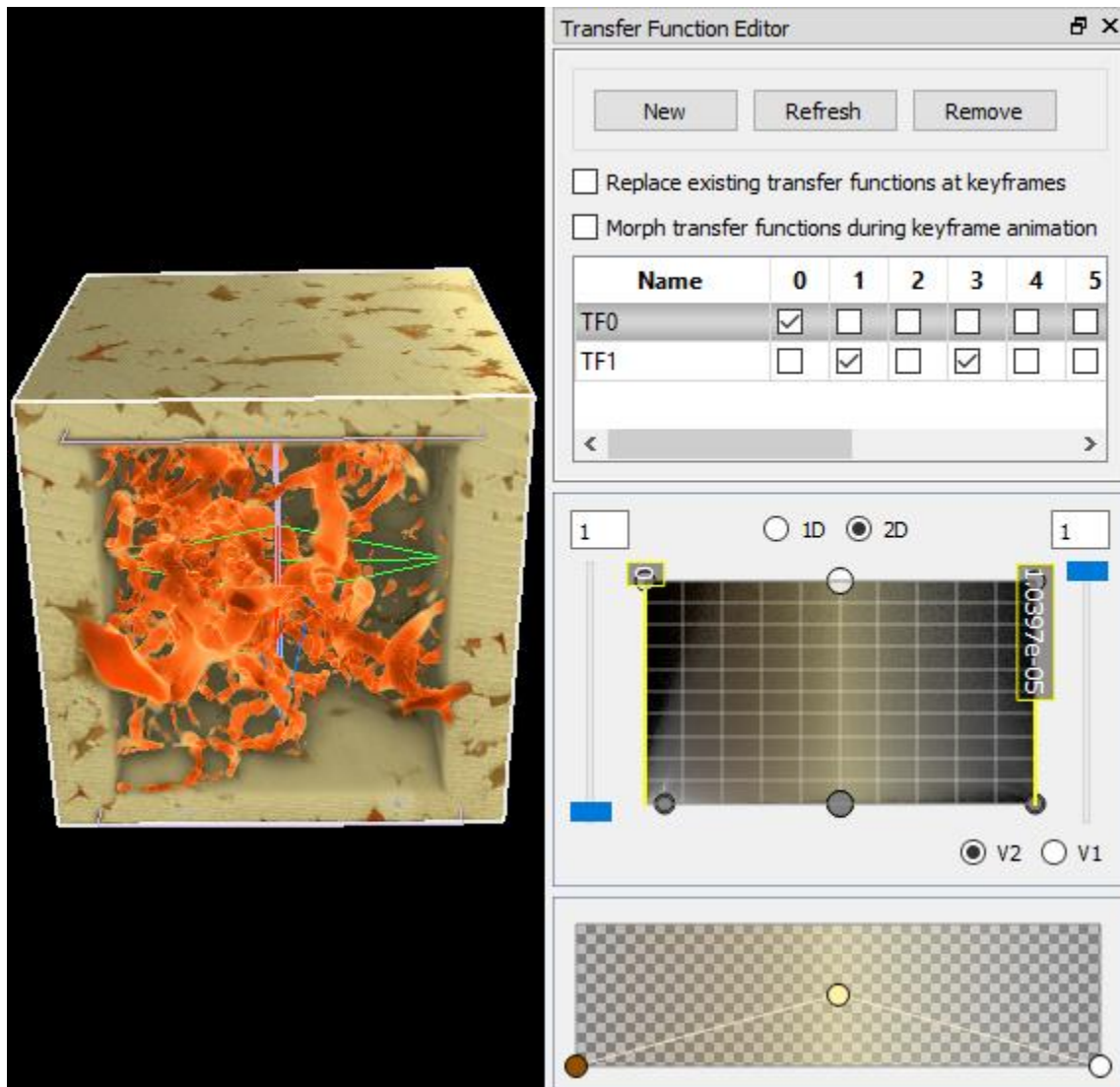
Bring up **Blend Parameter** dialog and enter *point 0 200 250 470* in the **Command String** box.



This will move first of the two blend region points to position (200, 250, 470). Similarly move the second point to (200, 250, 20) - enter *point 1 200 250 20* in the **Command String**. The blend region is now moved right in the center of the volume. To view the blend widget switch off TF0 in **Set 0**.



Move the blend widget to poke out from a side say along red axis and then switch on TF0 in **Set 0**.



You can set keyframes and animate.