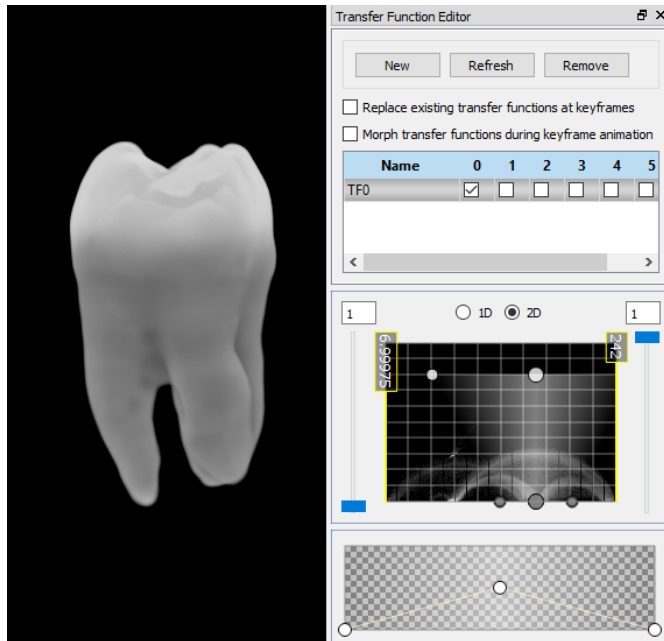


Tutorial 16

Open Drishti Render.

Load **tooth.pvl.nc** and switch to Hires mode.

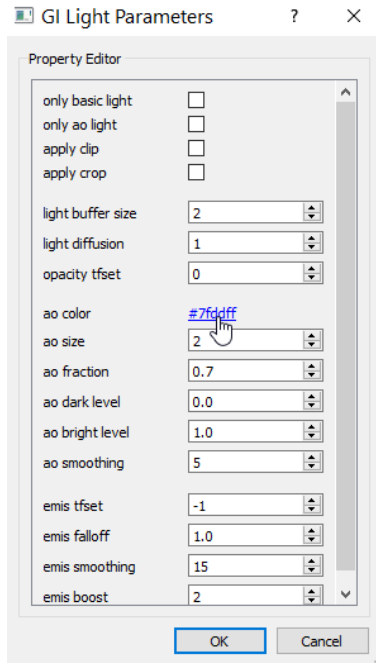
Set the transfer function all white. To change color, double click on color gradient point to open color editor.



Detach the **Transfer Function Editor**. Press TAB to open **GI Light Parameters**. Turn on **only basic light**. The rendering will now be all white - will be hard to make out any surface features.



Press TAB again and switch off **only basic light**. Change **ao dark level** to 0 and see the darkening of the tooth. The solid part of the tooth will now appear darker compared to the transparent structures.



Now change **ao color** in **GI Light Parameter**. To change the color click the blue text (default is white color and text string is #ffffff) to bring up color dialog.

Observe the effects on the rendering. Tooth will now take on the **ao color**.

Change **ao dark level** to 1.0 and **ao bright level** to 0.0 and see the effect. Tooth should now be darker in the transparent region, while the thicker, more solid regions will look brighter.

Switch **ao dark level** and **ao bright level** back to 0.3 and 1.0 respectively and change **ao color** back to white.

Add a clipping plane (c). Tooth should now appear dark on the clipped side because GI lighting has not been recalculated for the clipped side and previous lighting conditions are used. To fix that open **GI Light Parameter** dialog and switch on **apply clip** (similar switch is available for crop/blend/dissect - **apply crop**). Clipped regions should now be shown correctly.

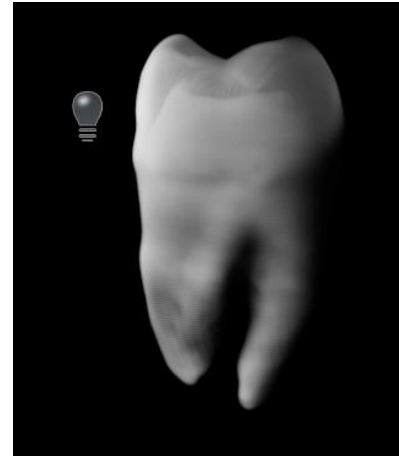
Remove the clipping plane - hover over the clipping plane and press DEL.

Shift+Left mouse click to add a point on the tooth. Press spacebar to bring up main command dialog. Enter *addplight* in the **Command String** text box. This will add a point light to the scene.

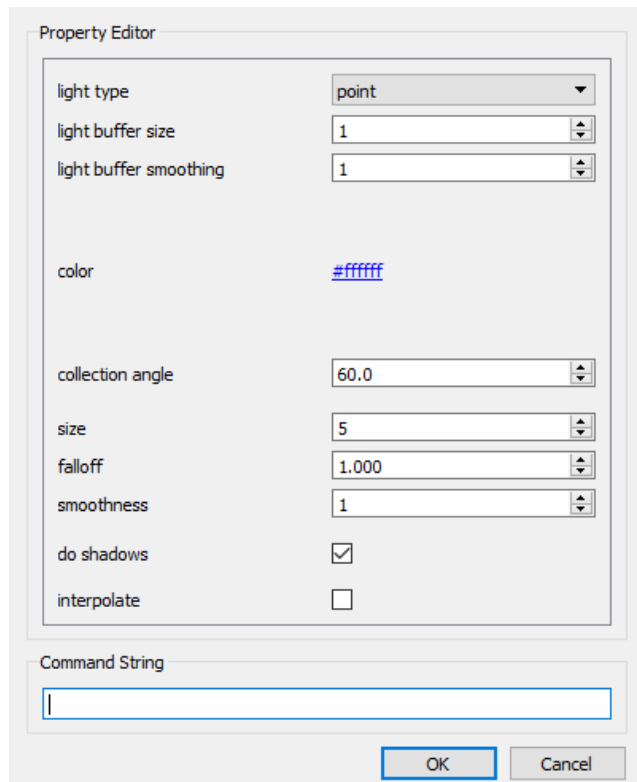
Press TAB again to bring up **GI Light Parameter** and set **ao color** to black (#000000).



Move the point light away from the tooth so that it is not too close to the surface and we can see the tooth properly illuminated.



Hover over the light icon and press spacebar to bring up parameter box for point light.



Change the point light color - **color**, and see the effects on the rendering.

Add another point light. Change its color.

Change **ao color** and see the effects.

