

Tutorial 17

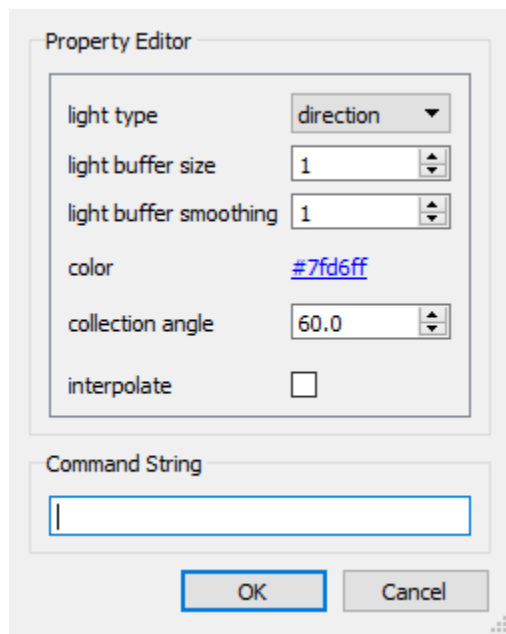
Open Drishti Render.

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

Set the transfer function all white as in tutorial 16.

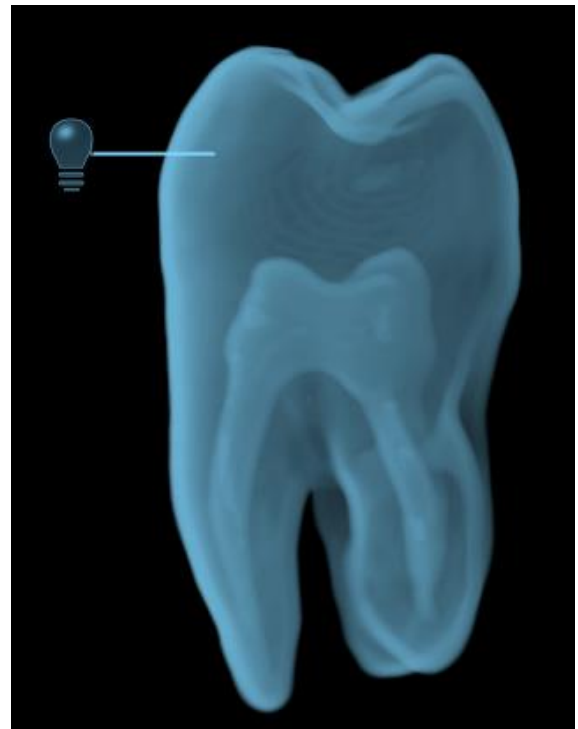
Add a point light and set **ao color** in **GI Light Parameter** to black (#000000) as was done in tutorial 16.

Hover over the light icon and press spacebar to bring up the parameters for that light. Change the **light type** to **direction**. Also change the light **color**.

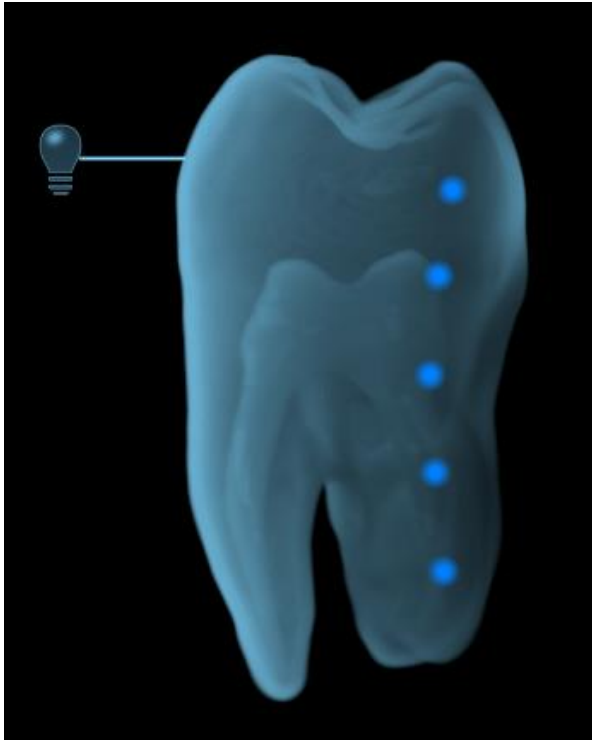


Grab the light icon and move it. You should see a line appearing from the light icon. This line shows the light direction.

Moving either end points of the line will change the light direction. The entire line can be moved using middle mouse button (this does not change the light direction).



Add a few points to the scene (say by Shift+Left mouse click).



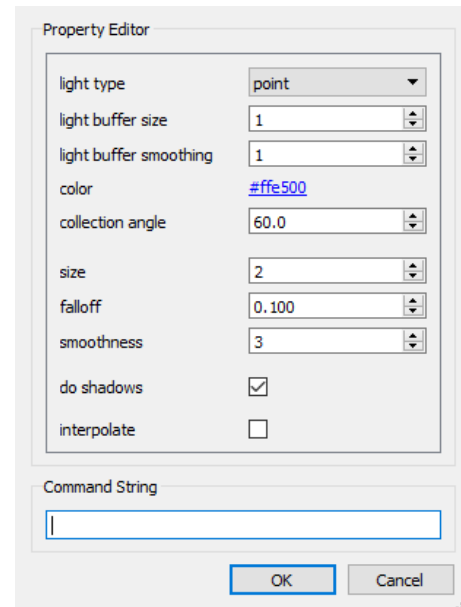
Press spacebar to bring up main command dialog. Enter *addplight* in the **Command String** text box. This will add a string of lights to the scene.



Hover over the newly add lights and press spacebar to bring up its parameter box. Change **color** of the light. Set **size** to 2, **falloff** to 0.1 and **smoothness** to 3. Press **OK** to close the parameter box.

falloff controls the light fall off. **smoothness** controls the spline smoothness by adding additional point lights in between the user specified point lights - value of 1 means take original string of lights.

Hover over the string of lights and press **v** to hide those light icons.



The string of lights will now have a smaller region of influence and you should see a thick bright line as shown below.



Play with various parameters and see the effect on rendering.