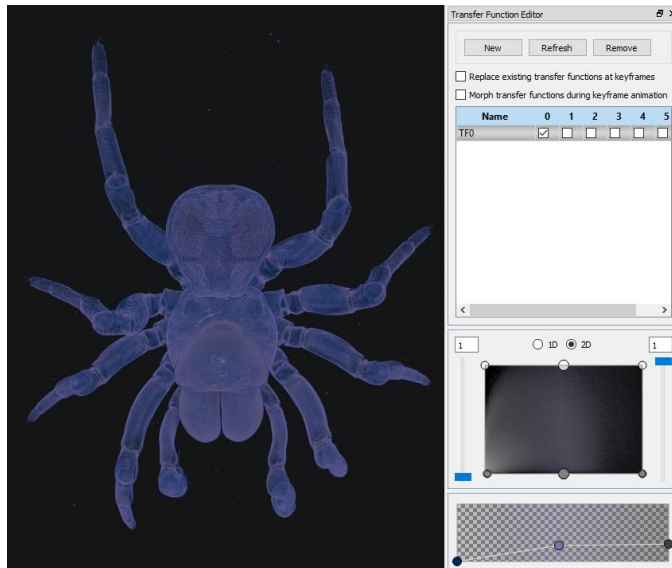


Tutorial 18

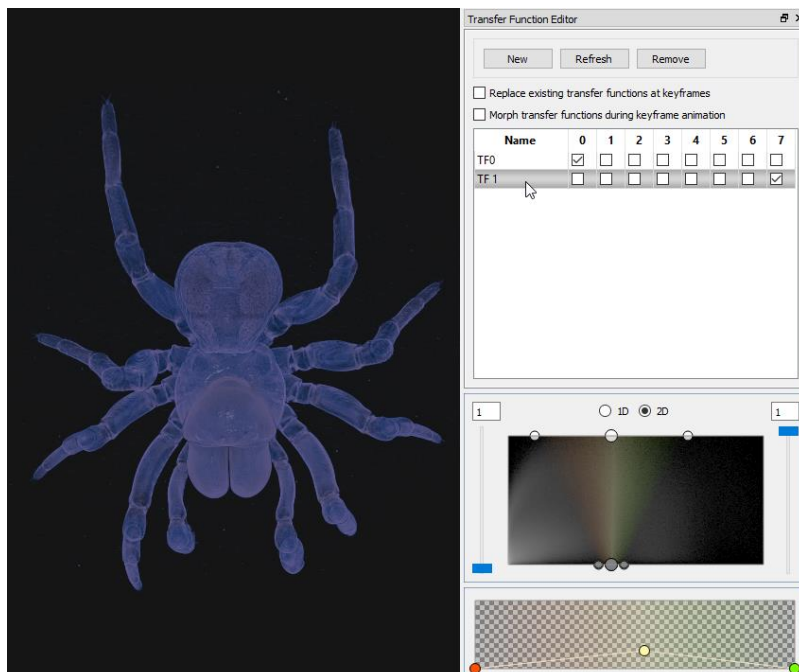
Open Drishti Render.

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

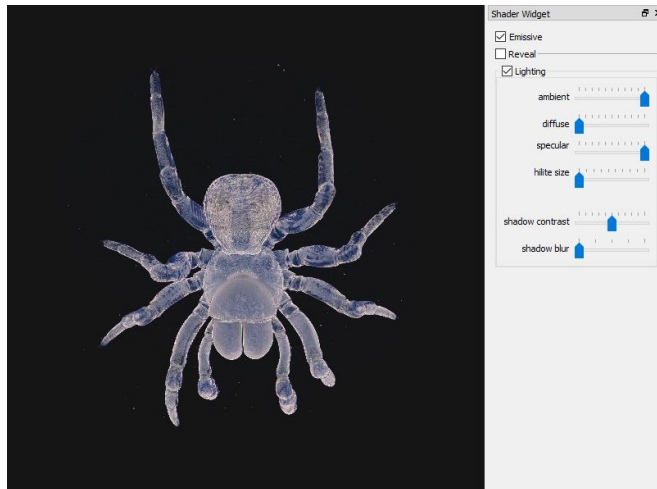
Set a darker transfer function as shown in the image.



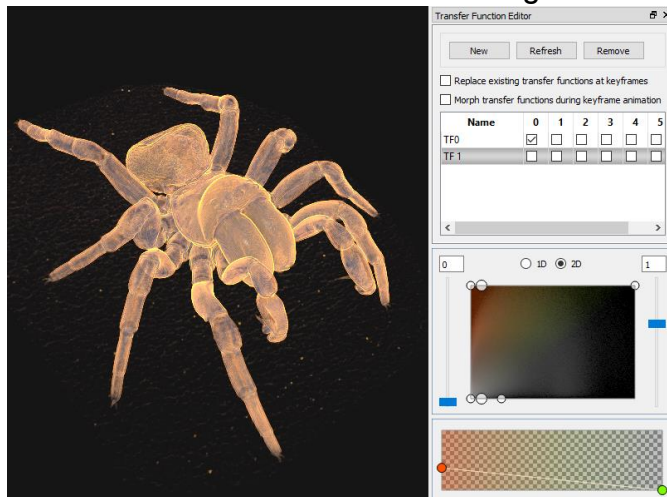
Add a new transfer function. This function will be used for emissive style rendering. Switch it off for the 0th transfer function set and turn it on for the last transfer function set - in this case Set 7.



Open **Shader Widget** (**View->Shader Widget**) and switch on **Emissive**. You should see some parts of the spider lit differently from other parts.



The regions affected are those where the emissive transfer function overlaps with the transfer functions used for determining opaque voxels (in this case tfset 0). Emissive transfer function is added in those regions making them brighter



Change the transfer functions and see the effects on the final rendering. Opacity and colour of the emissive transfer function affects the rendering.

This effect is visible even when lights and shadowing is used.