

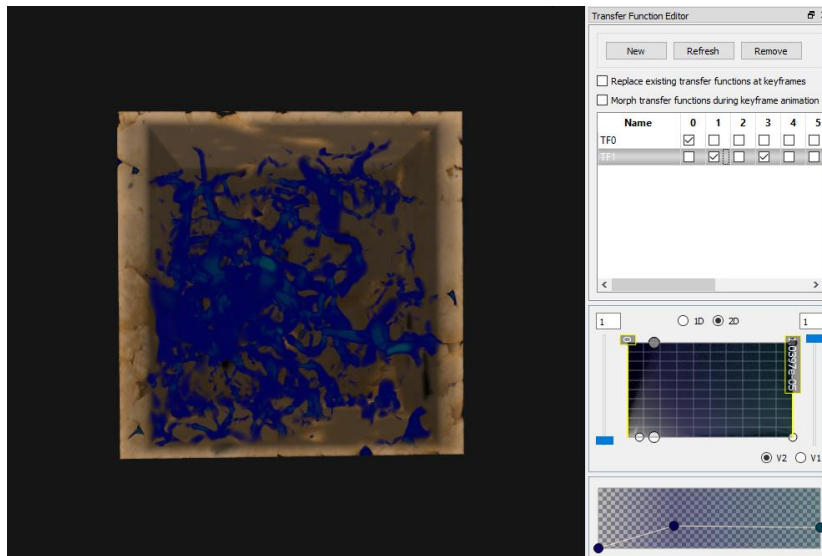
Tutorial 19

Open Drishti Render.

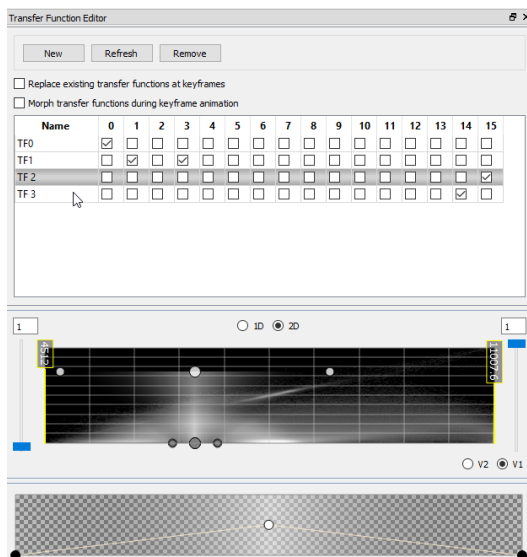
File->Load Volume->Load 2 Volumes

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

Follow Tutorial 15 and create a blend to show the flow inside the rock.



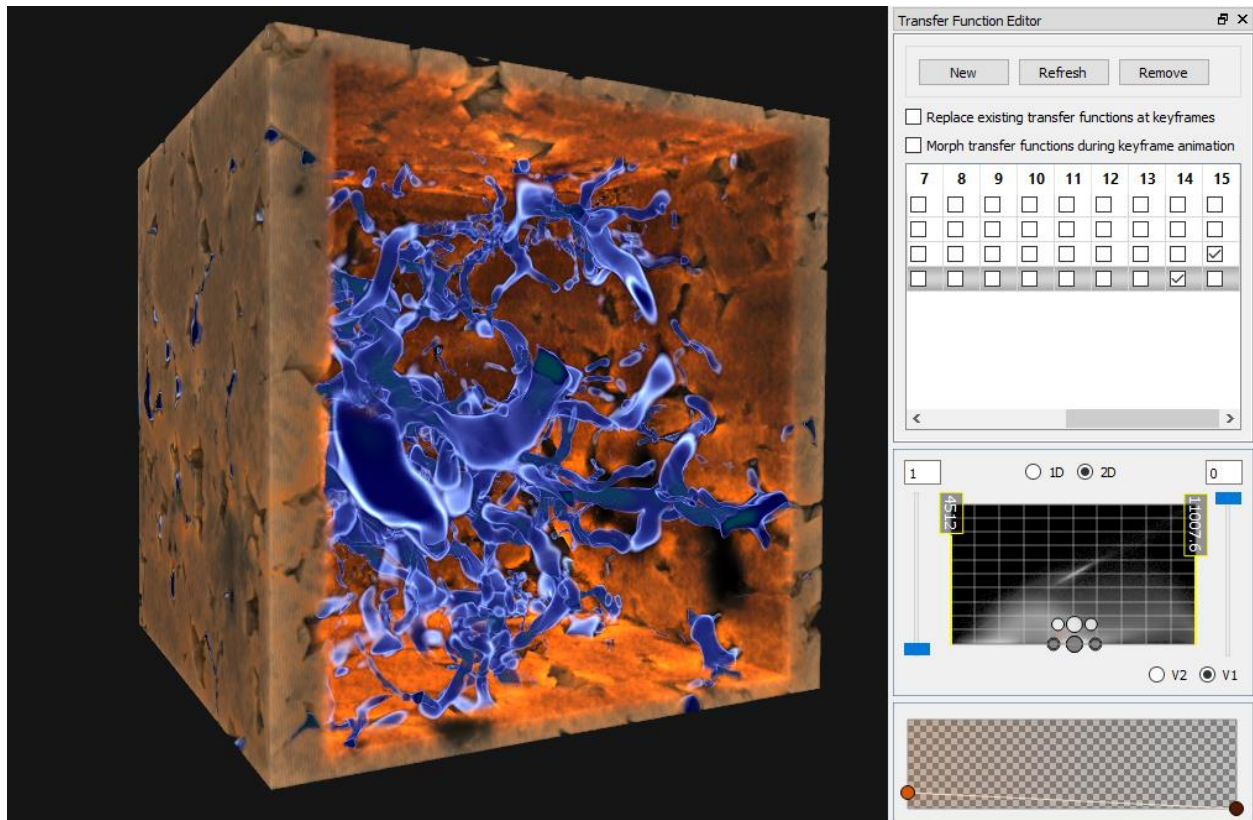
Add two new transfer functions. These functions will be used for emissive style rendering. Switch them off from tfset 0. Switch one of them to the last tfset - in this case Set 15. Switch the other to the second last tfset - in this case Set 14.



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

Transfer function that is switched on in the second last set will act on the first volume. The transfer function that is switched on in the last set will act on the second volume. Similar logic works when three or four volumes are loaded.

The regions affected are those where the emissive transfer functions overlap with the transfer functions used for determining opaque voxels (in this case tfset 0,1 and 3). Emissive transfer function is added in those regions making them brighter. Modify the transfer functions so that required regions in both the volumes are properly lit.



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.