LAB ASSIGNMENT #6

The purpose: appreciate the techniques of volume rendering Step 1: download ImageVis3D from <u>here</u>

Step 2: download the datasets from the same website

do not use the transfer function files also available there

Step 3: render 4 iso-surface images (8 points each)

- use two different datasets with different iso-surfaces shown
 Step 4: render 2 images with multiple surfaces visible using semi-transparent rendering (8 points each)
 - pick from two different datasets
 - render the surfaces with different colors

Renderings with high aesthetic appeal gain 2 extra points See next page for special instructions and deliverables

DETAILS AND DELIVERABLES

Use the 1D Transfer Function Editor

<u>not</u> the Isosurface Settings Editor

Optionally experiment with

- the 2D Transfer Function Editor
- the Lighting Editor

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Deliverables

- full capture of the entire window (rendering and transfer function)
- there is no image save feature -- use <u>irfanview</u>, or similar
- submit rar or zip files with all your images on blackboard
- deadline is December 12