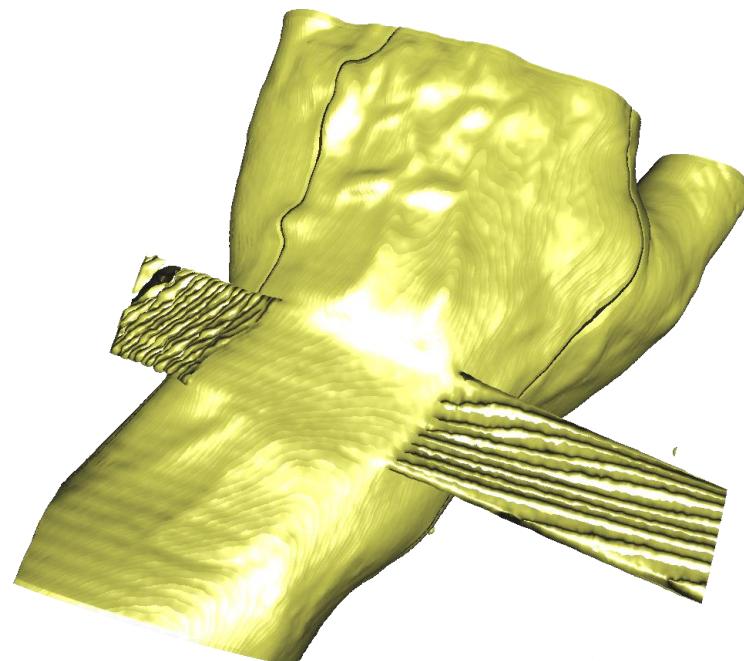
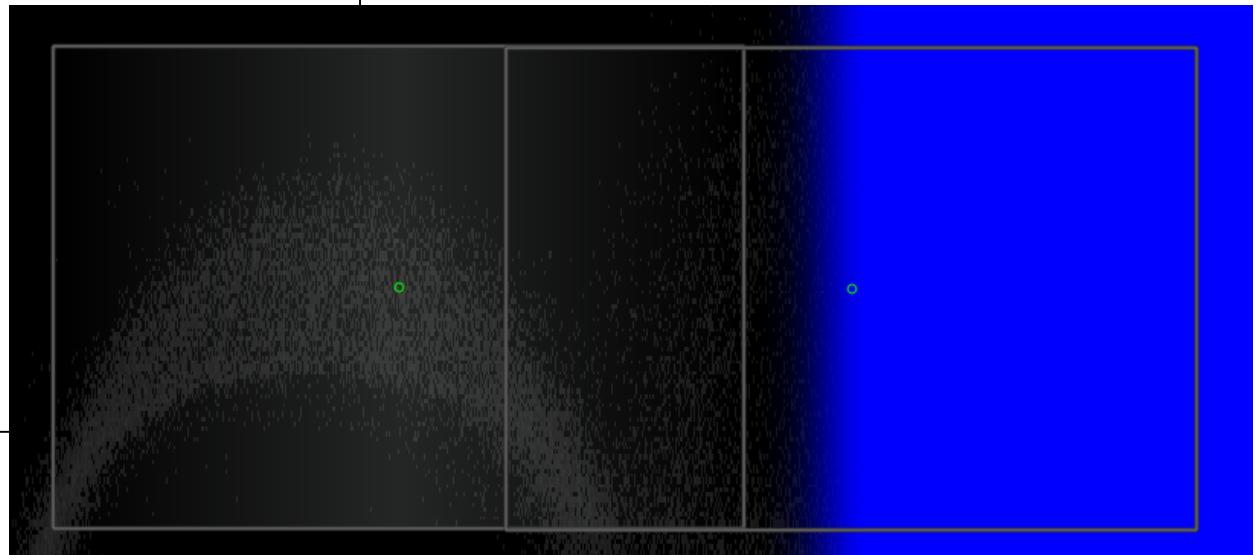
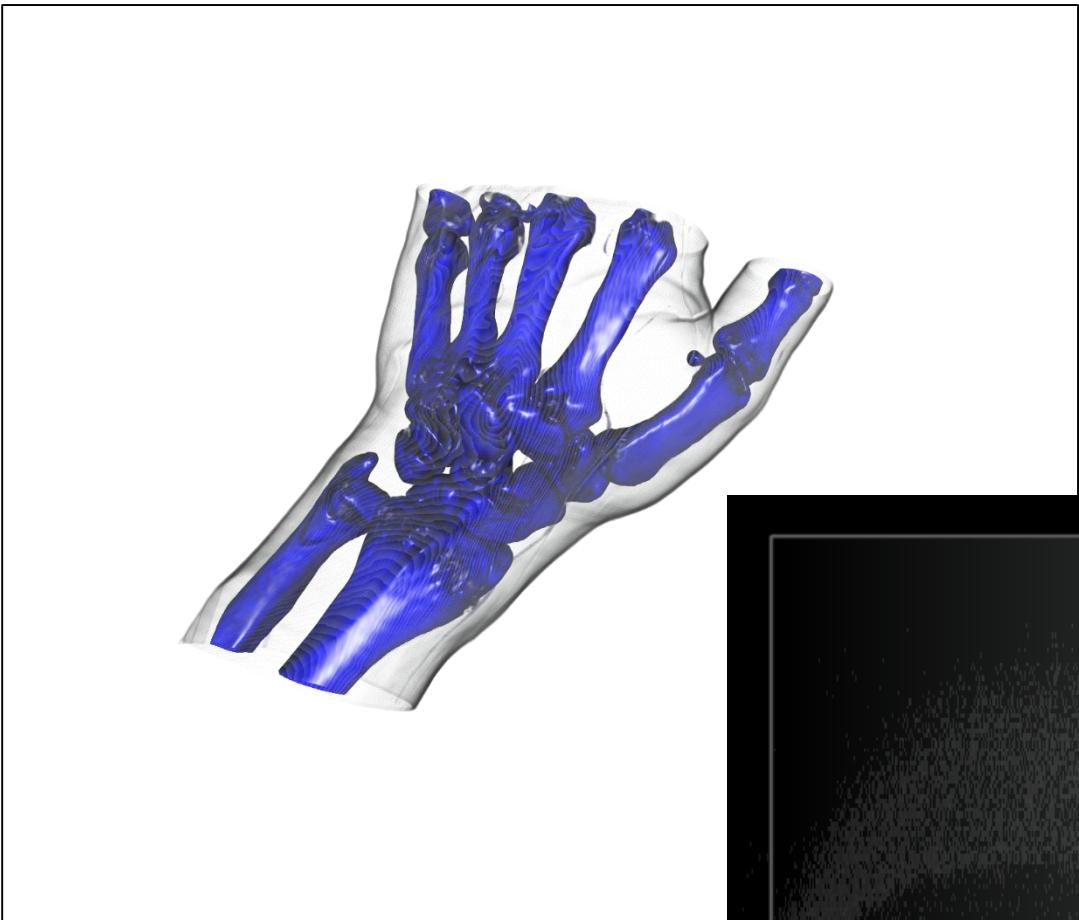


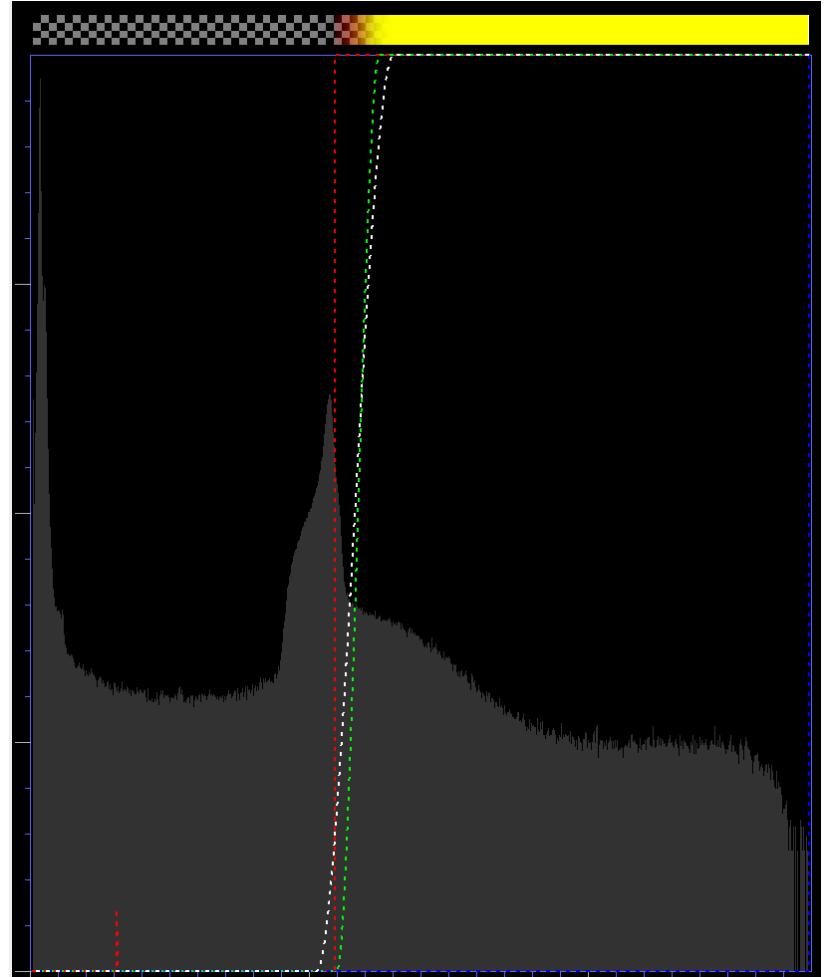
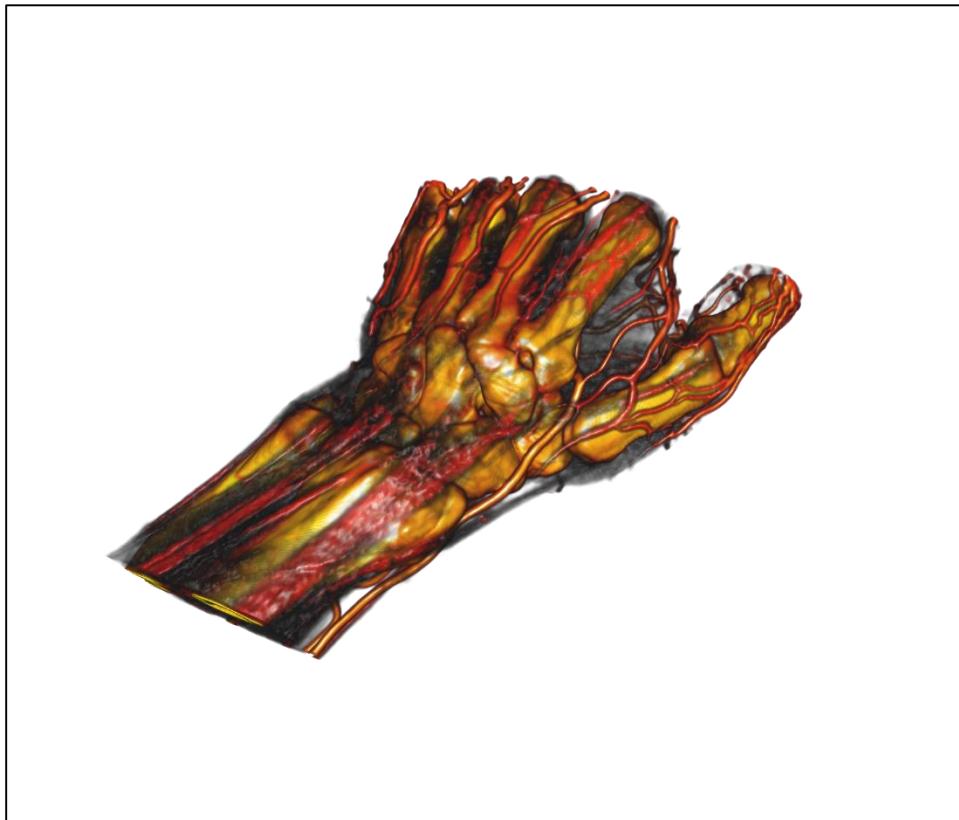
1. ImageVis3D



I used the Isosurface tool at a value of 88. I used the eyedropper tool in paint to select the same color given to us in the sample picture. The isovalue of bone is approximately 1367



This image was made using a 2d Transfer function. I used two rectangles one on the skin, one on the bone with different opacities and colors.



This was made with a 1D transfer function that can be seen on the right.

1b. Paraview images



I used Isovolumes for all of these while trial and erroring the boundaries. I could not for the life of me get the veins in the third picture to show without also covering the bone so the veins were made with an threshold filter.

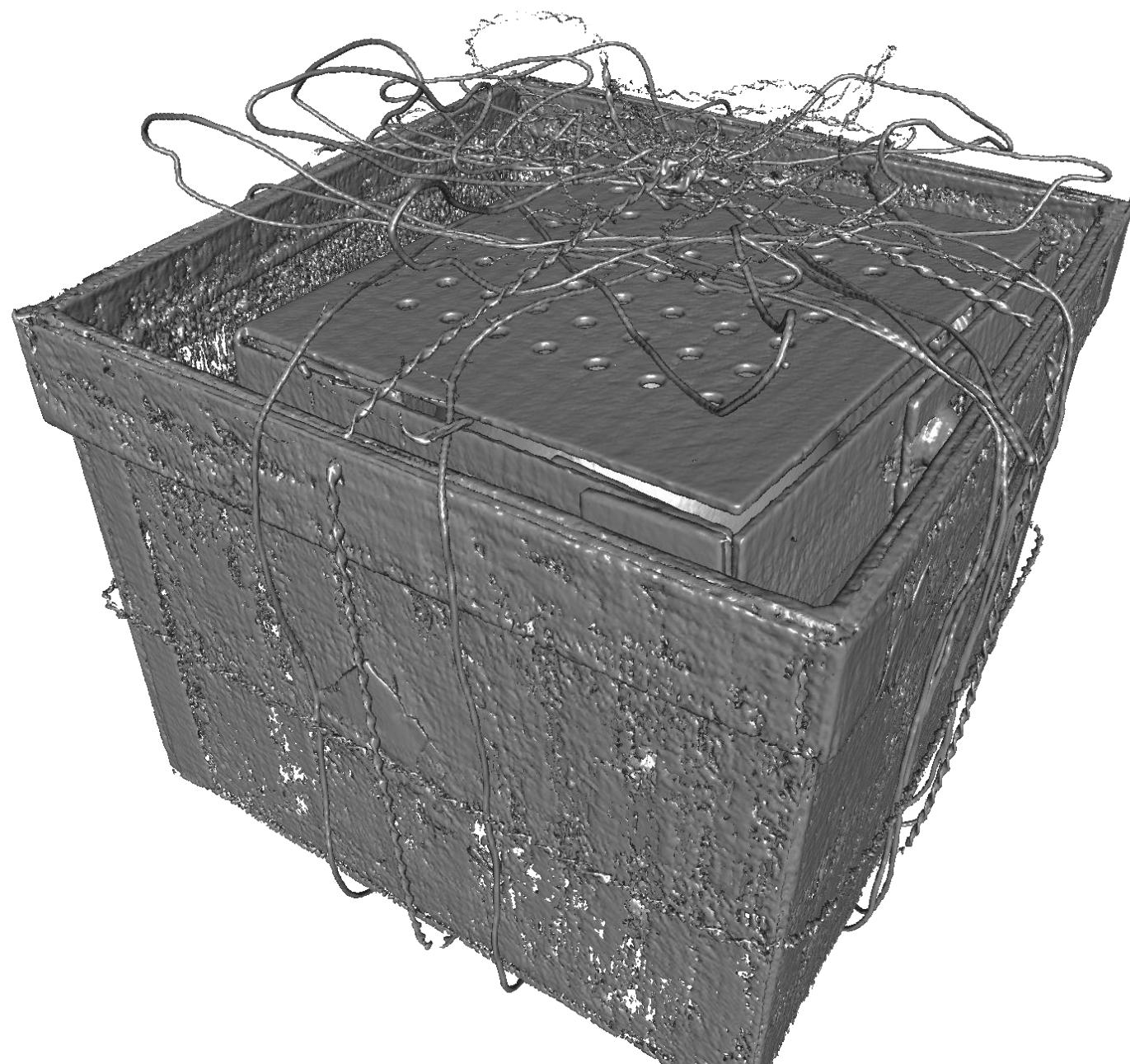


Figure 1

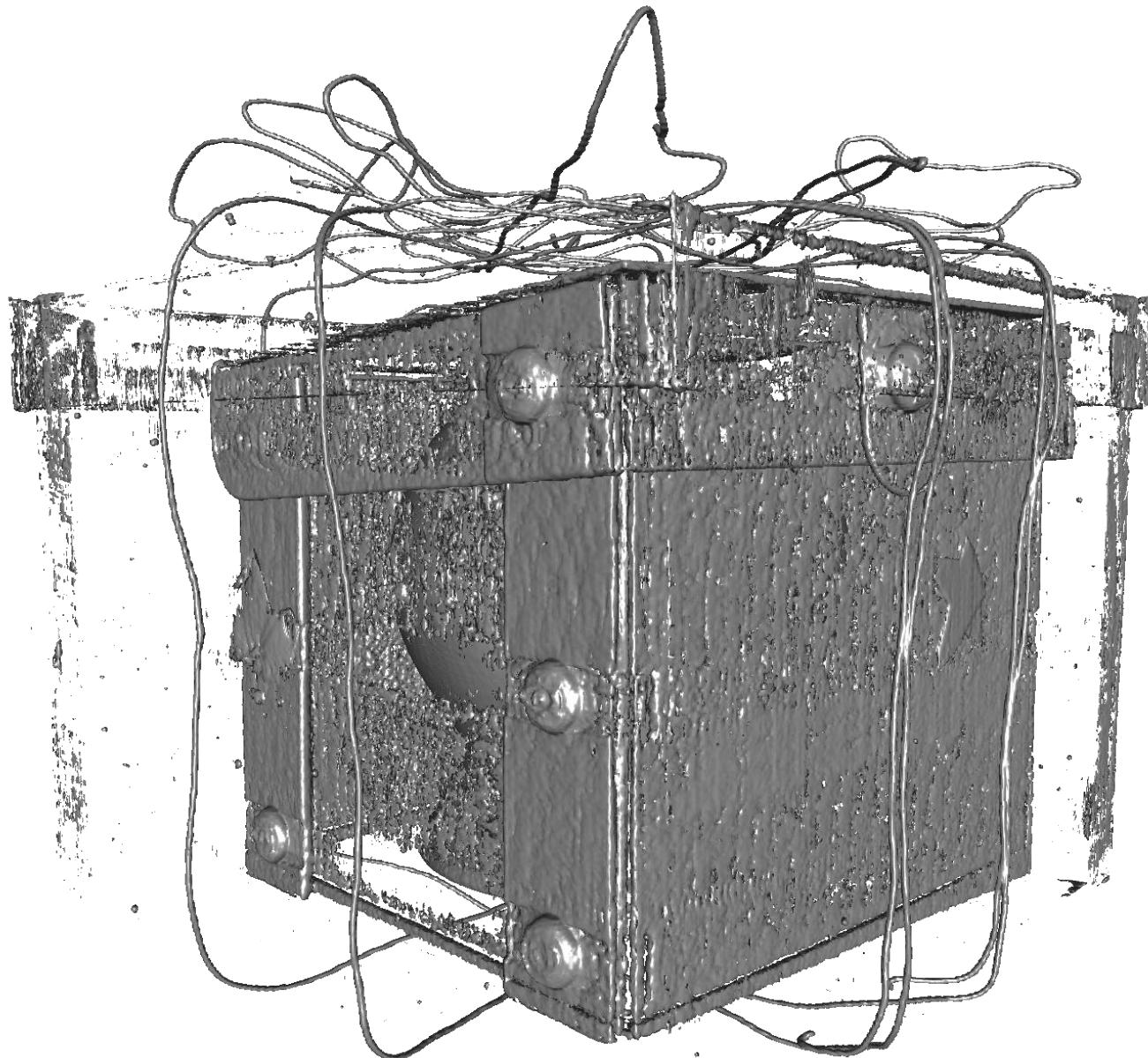


Figure 2

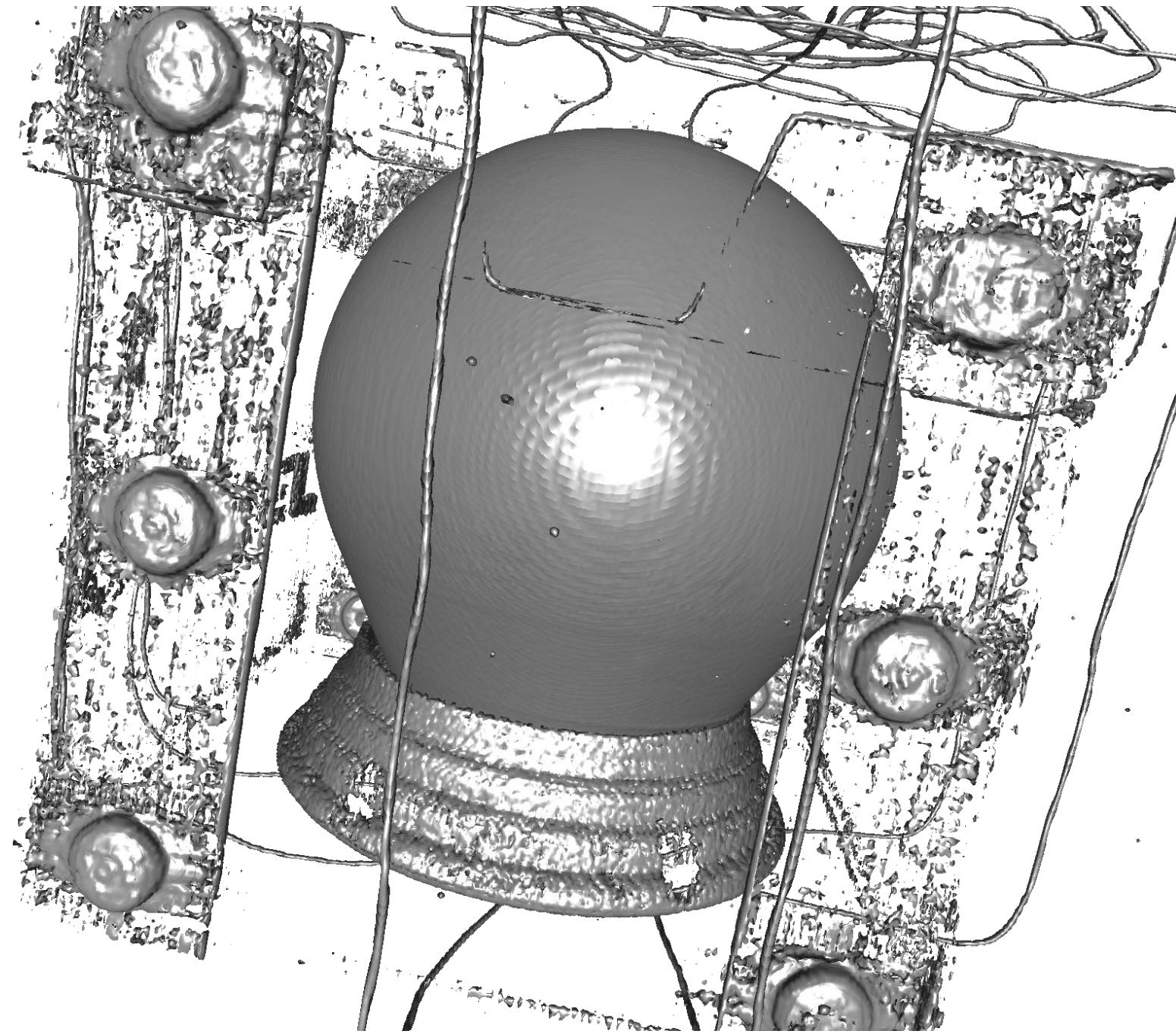


Figure 3

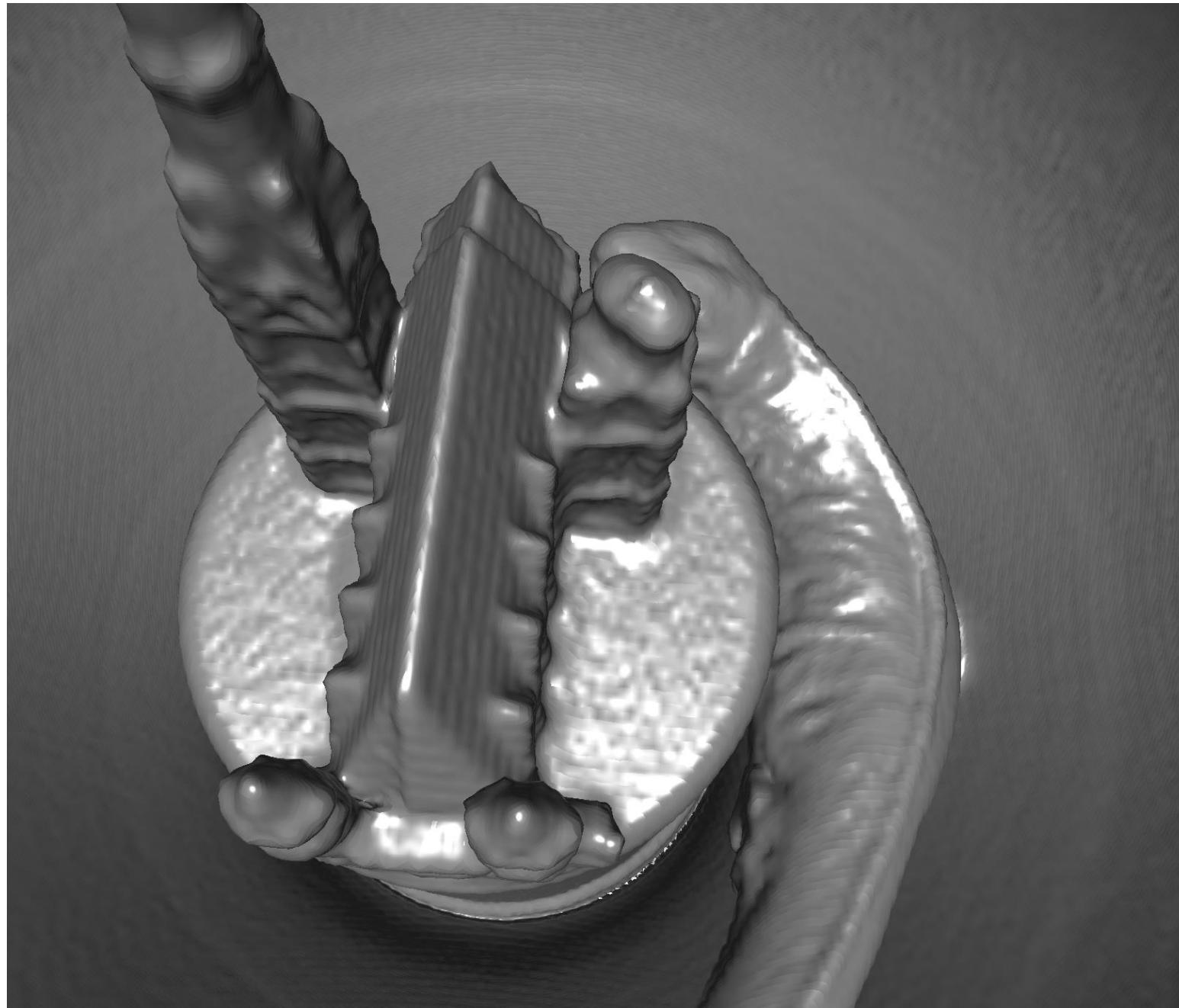


Figure 4

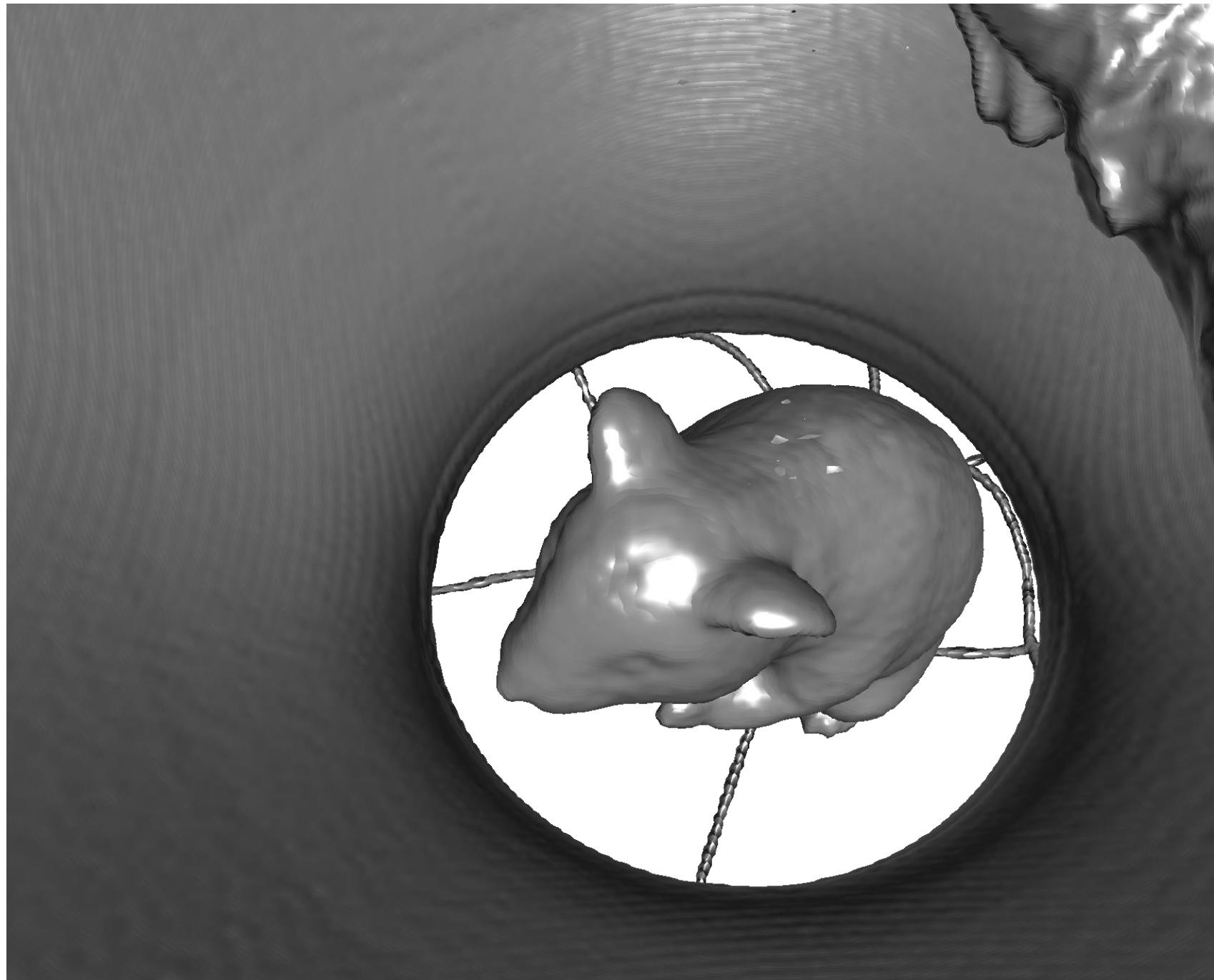


Figure 5

ImgVis3D

Figure 1: A box inside the outer box with holes punched in the top looks like wood with leather straps and rivets.

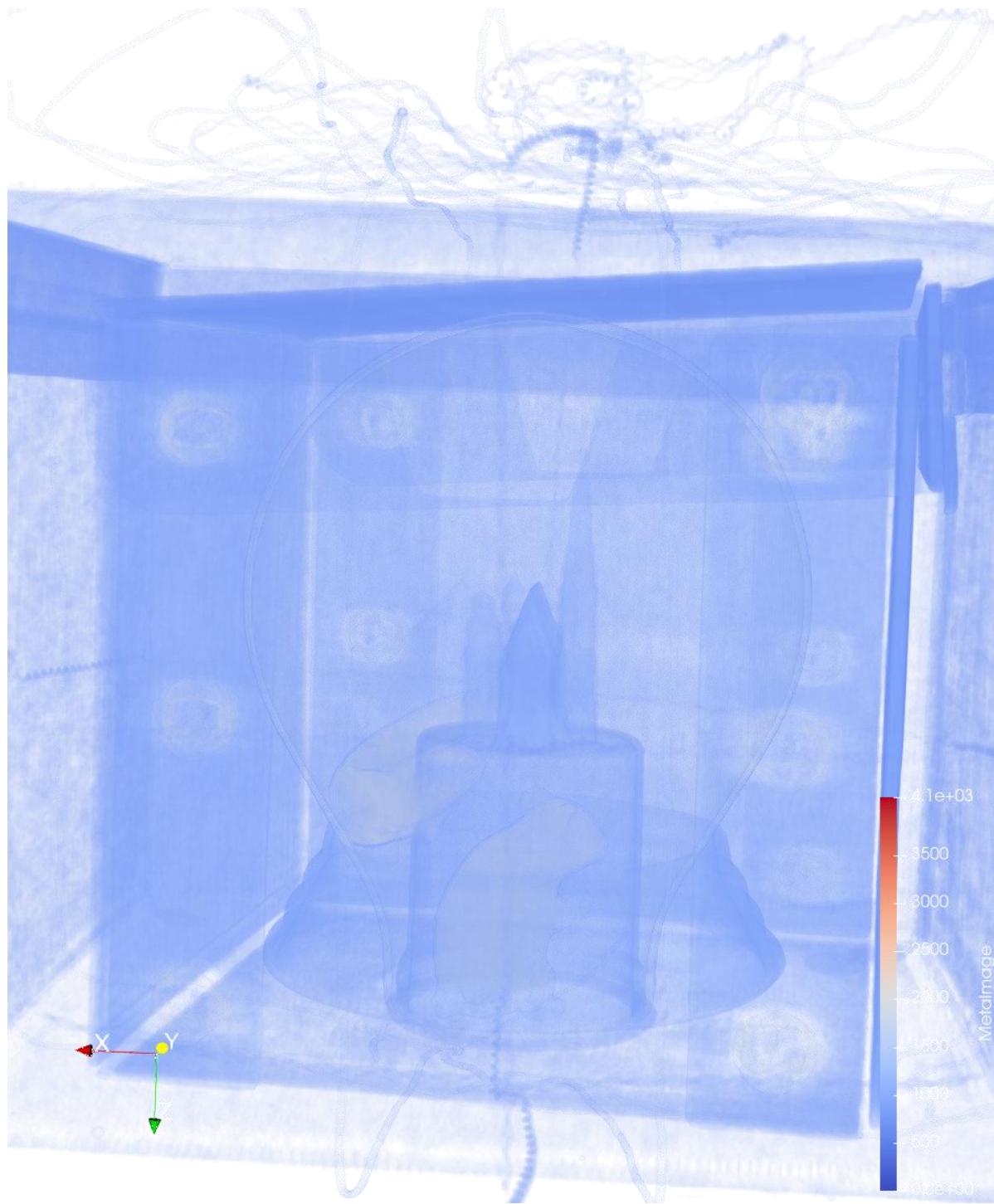
Figure 2: The leather straps, the inner box without the outer box

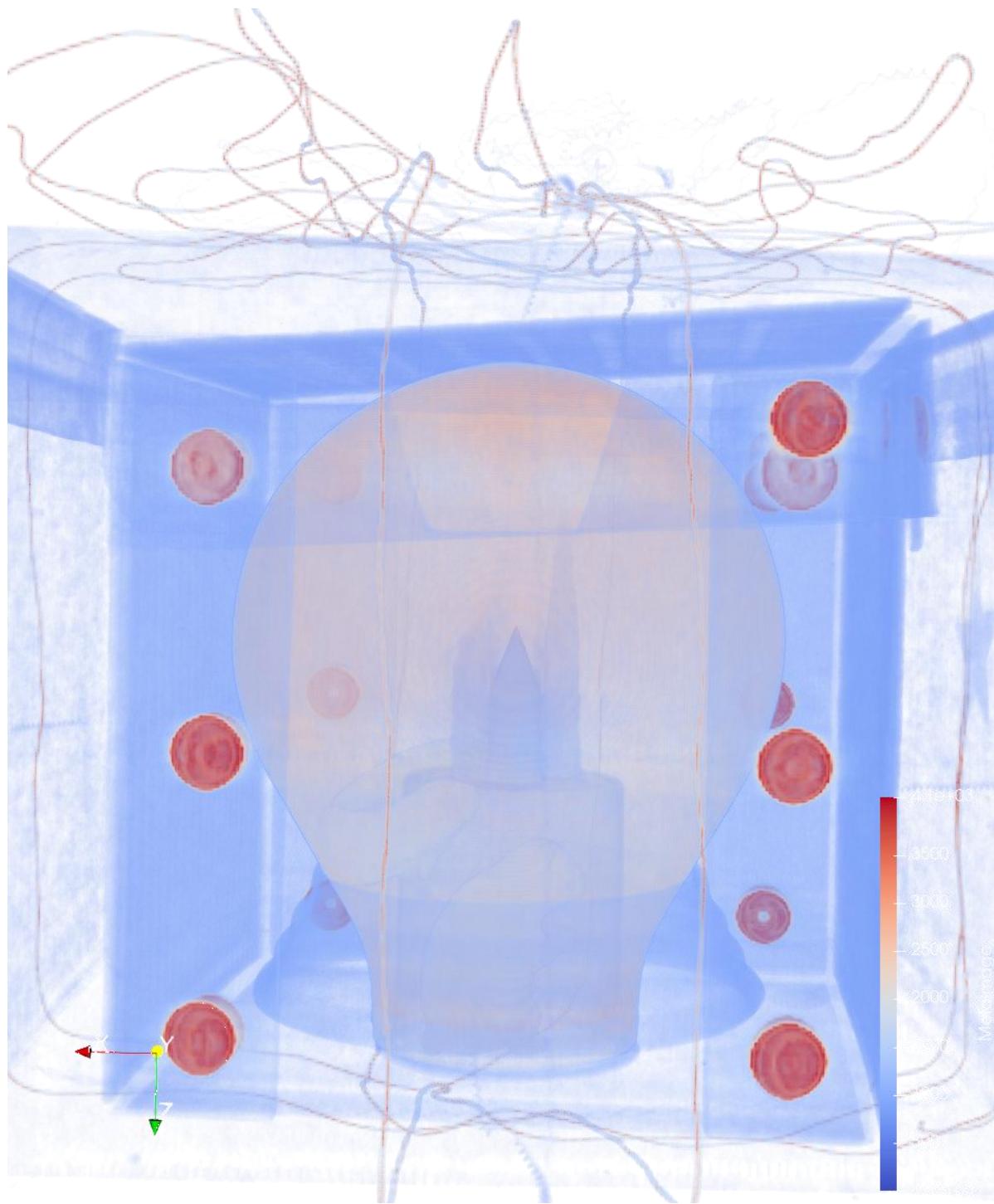
Figure 3: The “Upside down lightbulb vase” with a collar/stand

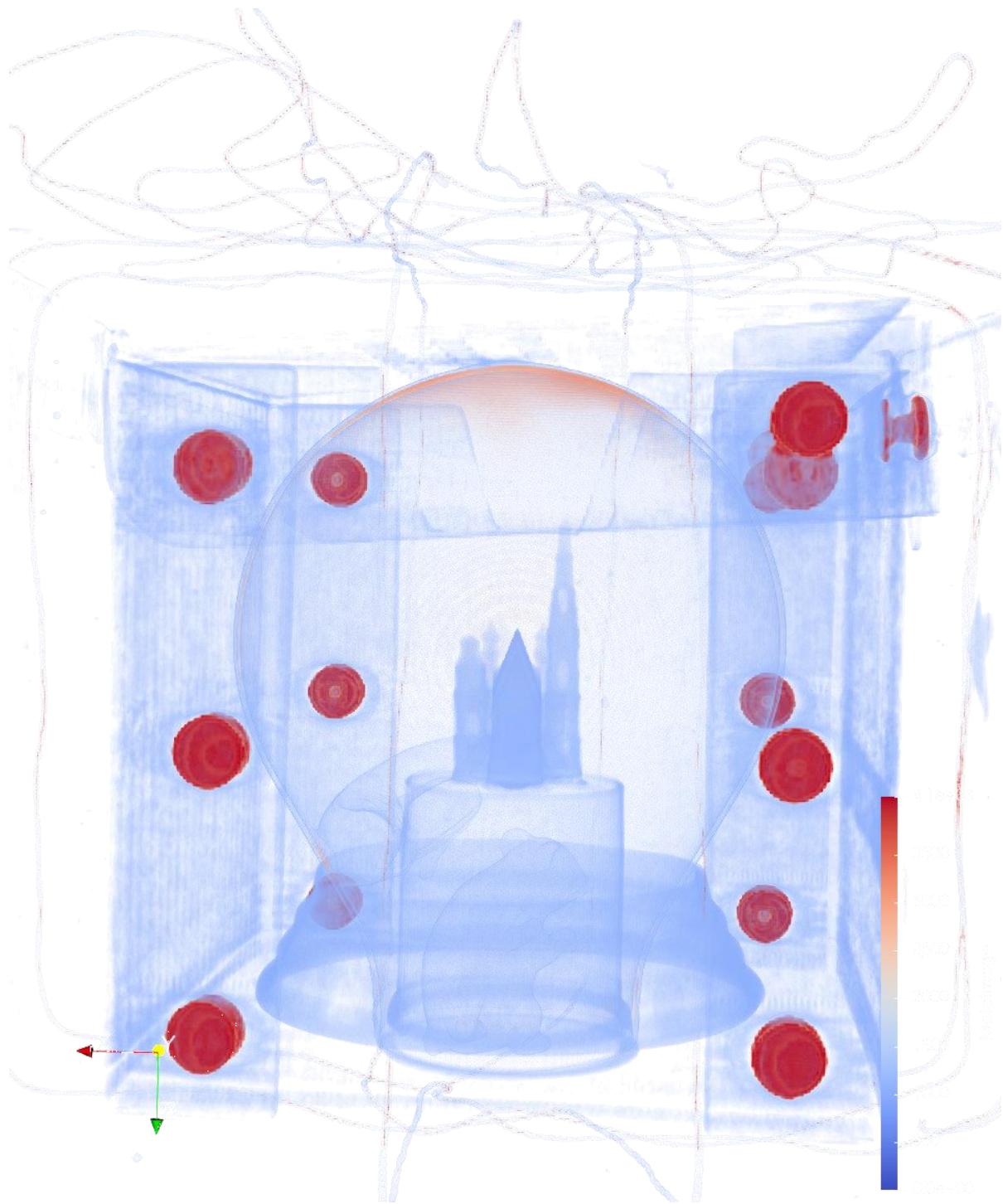
Figure 4: A view inside the Upside down lightbulb vase where there is a churchish building along with a lizard that I think is an iguana. The church is on some sort of stand / container.

Figure 5: The view inside the church stand where a small rat/mouse is.

I used the Isosurface tool and then adjusted the camera to get all the pictures.







4. I found the same amount of items using paraview but knowing where to look initially was much easier because of the default color map. I could see where the objects might be as soon as I loaded it in.

The higher resolution beetle is much more detailed, it simply looks like a strangley painted bug. The lower resolution insect is interesting because you can see more inner structures without any manipulation. The higher resolution beetle did take more time to create but not so much time that it would dissuade me from using the higher resolution.

