Lab Assignment #3

The purpose: appreciate the techniques of volume rendering

Step 1: download ImageVis3D from [here](#)

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)

- 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

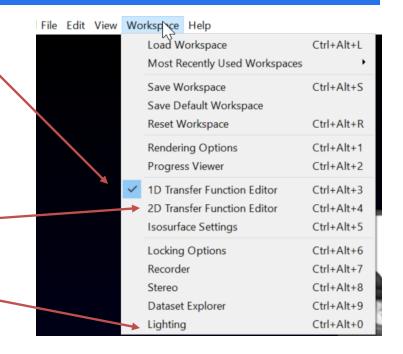See next page for special instructions and deliverables

DETAILS AND DELIVERABLES

Use the 1D Transfer Function Editor
- not the Isosurface Settings Editor

Optionally experiment with
- the 2D Transfer Function Editor
- the Lighting Editor

Deliverables
- full capture of the entire window (rendering and transfer function)
- there is no image save feature -- use irfanview, or similar
- submit rar or zip files with all your images on blackboard
- deadline is Tuesday March 30

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