

Example Code

```
import vtk
import math
p0 = (0,0,0)
p1 = (1,1,1)
distSquared =
vtk.vtkMath.Distance2BetweenPoints(p0,p1)
dist = math.sqrt(distSquared)
print "p0 = ", p0
print "p1 = ", p1
print "distance squared = ", distSquared
print "distance = ", dist
http://www.vtk.org/Wiki/VTK/Examples/Python
```

Flow chart for a typical vtk+python code

Input Data → vtkActor() → Render

- Path from input data to a vtkActor depends on the particular assignment.

Example Render module

- Create a `vtkRenderer()` (`ren = vtk.vtkRenderer()`)
- Create a `vtkRenderWindow()`. (`renWin = vtk.vtkRenderWindow()`)
- Add `ren` to `renWin` using `AddRenderer()`
- Create a `vtkRenderWindowInteractor()` (`iren`)
- Make `renWin` part of `iren` using `SetRenderWindow()`
- Add your `vtkActor()` to `ren`.
- Set some properties for `ren` such as background color.
- Reset the camera for your renderer.
- Set some properties of your window if you like such as size.

Example Render module

- Initialize iren (`iren.Initialize()`)
- `renWin.render()`
- Start Iren(`iren.Start()`)