

Display パネルを開く

Color by として p の補間値を選択

Rescale to Data Range をクリック

Surface を選択

The image shows a software interface with a 'Display' panel. The panel has three tabs: 'Properties', 'Display', and 'Information'. The 'Display' tab is selected. The panel is divided into several sections: 'View', 'Color', 'Slice', and 'Style'. In the 'View' section, there is a 'Visible' checkbox (checked) and a 'Zoom To Data' button. In the 'Color' section, there is an 'Interpolate Colors' checkbox (checked), a 'Map Scalars' checkbox (checked), an 'Apply Texture' dropdown menu (set to 'None'), a 'Color by' dropdown menu (set to 'p'), an 'Edit Color Map...' button, and a 'Rescale to Data Range' button. In the 'Slice' section, there is a 'Slice Direction' dropdown menu and a 'Slice' slider (set to 0). In the 'Style' section, there are several dropdown menus and input fields: 'Representation' (set to 'Surface'), 'Interpolation' (set to 'Gouraud'), 'Material' (set to 'None'), 'Point size' (set to 5.00), 'Line width' (set to 1.00), 'Opacity' (set to 1.00), and 'Volume mapper' (empty). Four lines with arrows point from Japanese text at the top to specific elements in the 'Display' panel: 'Display パネルを開く' points to the 'Display' tab; 'Color by として p の補間値を選択' points to the 'Color by' dropdown menu; 'Rescale to Data Range をクリック' points to the 'Rescale to Data Range' button; and 'Surface を選択' points to the 'Representation' dropdown menu.

Properties Display Information

View

☒ Visible Zoom To Data

Color

☒ Interpolate Colors

☒ Map Scalars

Apply Texture None

Color by p

Edit Color Map... Rescale to Data Range

Slice

Slice Direction

Slice 0

Style

Representation Surface

Interpolation Gouraud

Material None

Point size 5.00

Line width 1.00

Opacity 1.00

Volume mapper