HW1 - Isosurface

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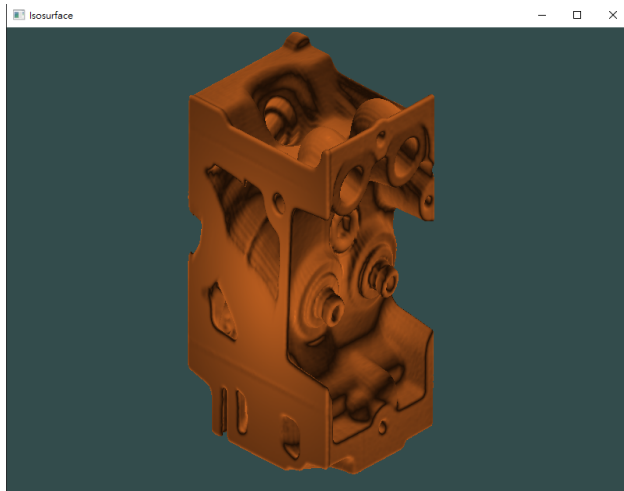
1. 操作方式

- mouse:

  - scroll: zoom

  - drag(left button): change camera position and direction

- Keyboard

  - ESC: quit

  - F: load and render the next volume(multiple or single)

  - I: change isovalue

  - clipping plane: ax + by + cz + d = 0
    - 1, 4: a
    - 2, 5: b
    - 3, 6: c
    - -, +: d

2. 成果展示

- engine
  - info:

    ```
    resolution: 149, 208, 110,
    value type: ub
    voxel size: 1, 1, 1,
    endian: little
    ```

- ○ isovalue = 80

- Carp
  - ○ info:

    ```
    resolution: 256, 256, 256,
    value type: ub
    voxel size: 1, 0.5, 1,
    endian: little
    ```
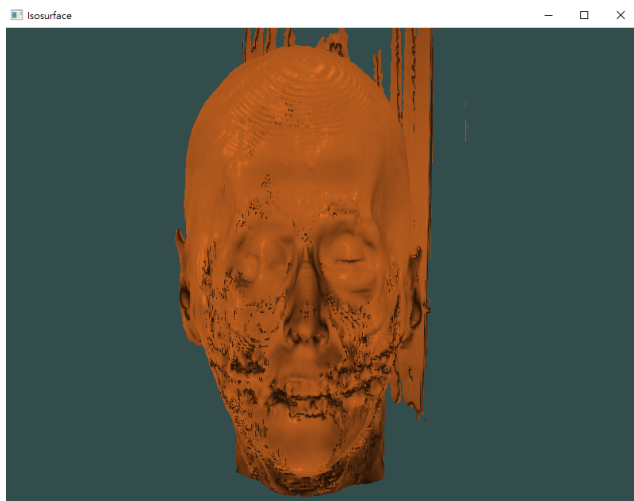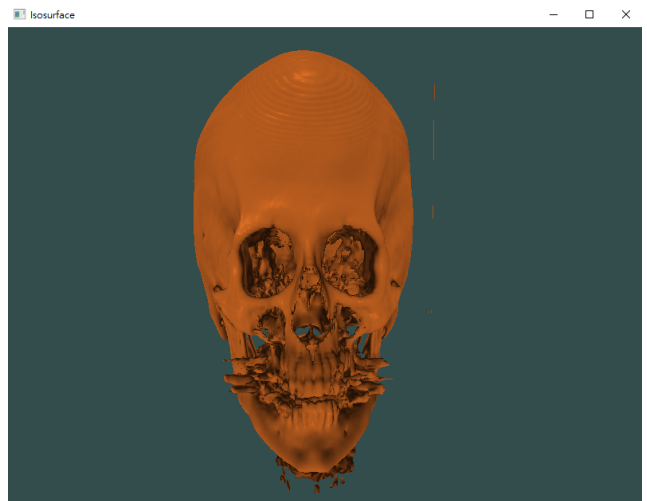
isovalue = 80	**isovalue = 180**

- cthead
  - ○ info

    ```
    resolution: 256, 256, 113,
    value type: us
    voxel size: 1, 1, 2,
    endian: big
    ```

isovalue = 1000	**isovalue = 1500**

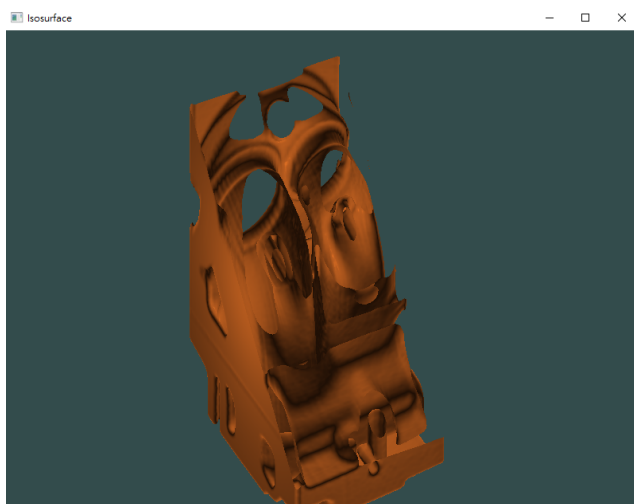# 3. Extra

- cross-section <engine: isovalue 80>

- multiple volume clipping <Carp: isovalue 80 and 180>