

Small ImageVis3D Tutorial

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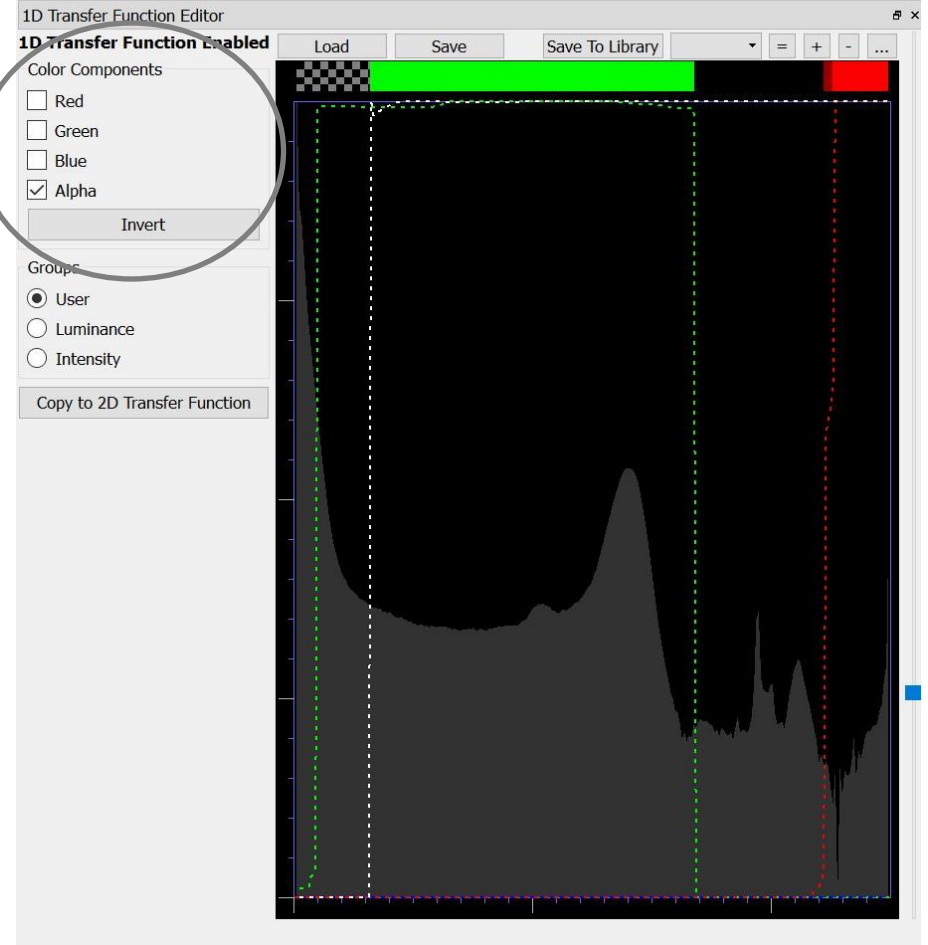
Stony Brook University

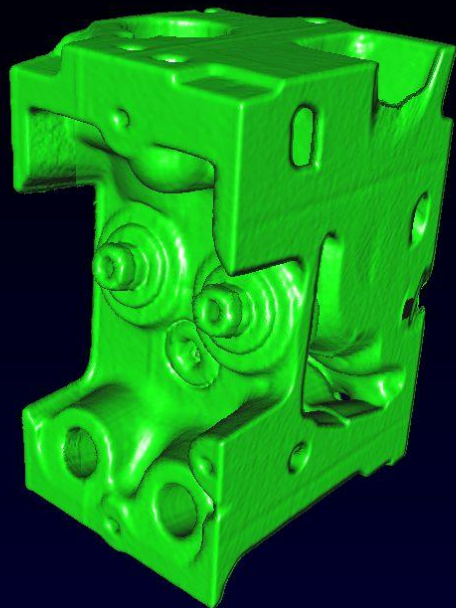
Only modify one transfer function at a time
Unclick the others

Note: On start-up all transfer functions are set to 1.0 across the entire interval.

To start: Select the Alpha transfer function and use the curve editor to explore the volume in grey level (all color transfer function are set to 1.0 across all densities). Draw the desired curve with the left mouse button down.

Painting: If you want to paint the volume/surface in a certain color, such as red, you need to first set the others, such as blue and green, to 0.0. Then you would use the mouse to modify the curve in the transfer function window. Also be sure to unclick the Alpha button as well to keep the opacity transfer function you drew before.





1D Transfer Function Editor

1D Transfer Function Enabled

Color Components

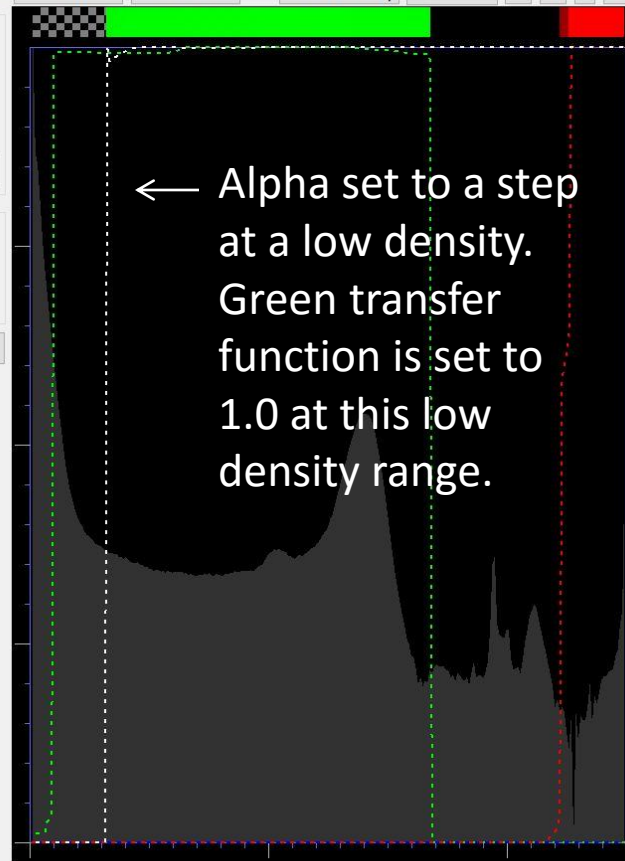
- Red
- Green
- Blue
- Alpha

Invert

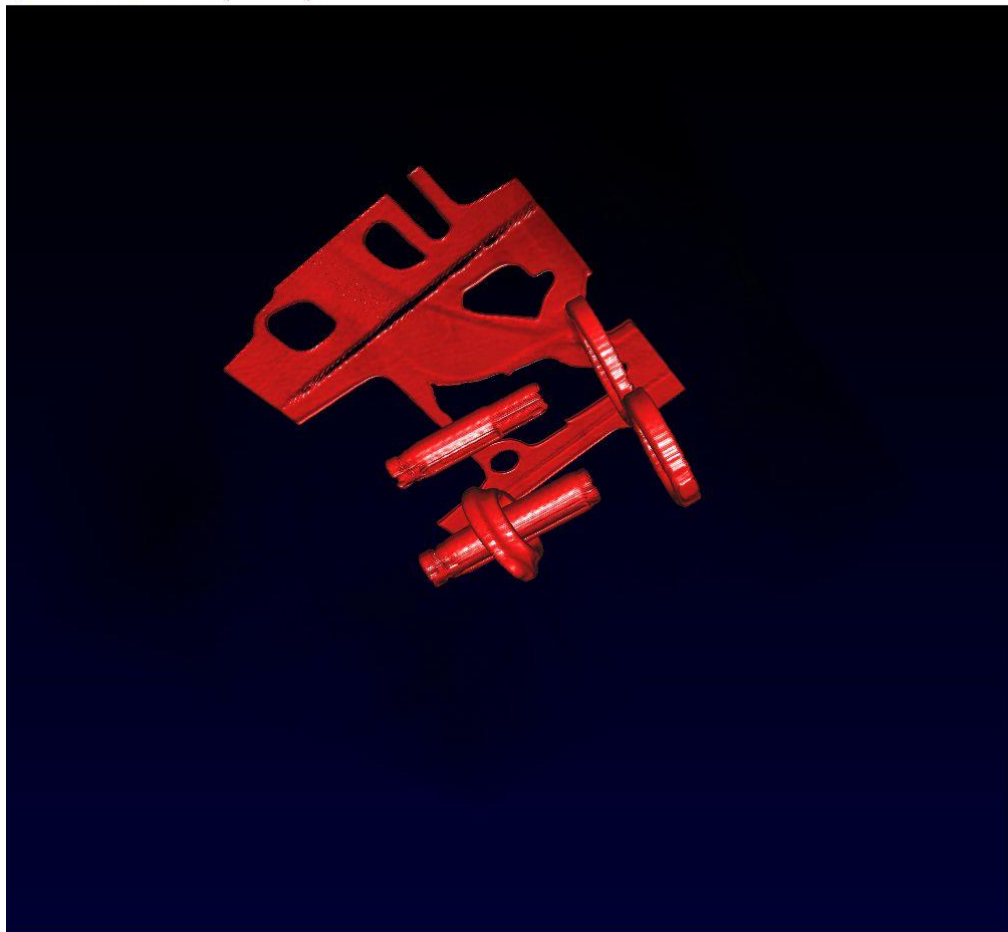
Groups

- User
- Luminance
- Intensity

Copy to 2D Transfer Function



← Alpha set to a step at a low density. Green transfer function is set to 1.0 at this low density range.



1D Transfer Function Editor

1D Transfer Function Enabled

Color Components

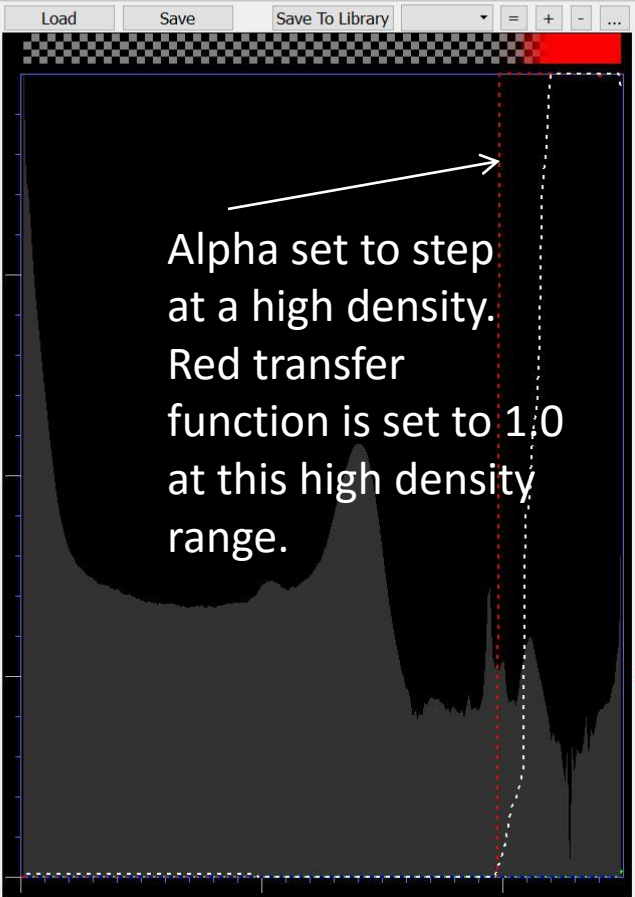
- Red
- Green
- Blue
- Alpha

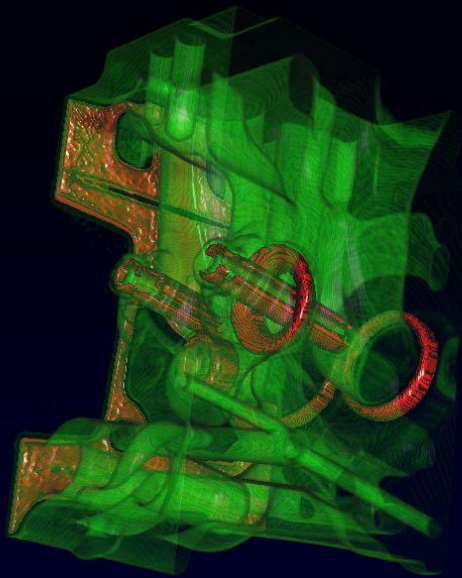
Invert

Groups

- User
- Luminance
- Intensity

Copy to 2D Transfer Function





1D Transfer Function Editor

1D Transfer Function Enabled

Color Components

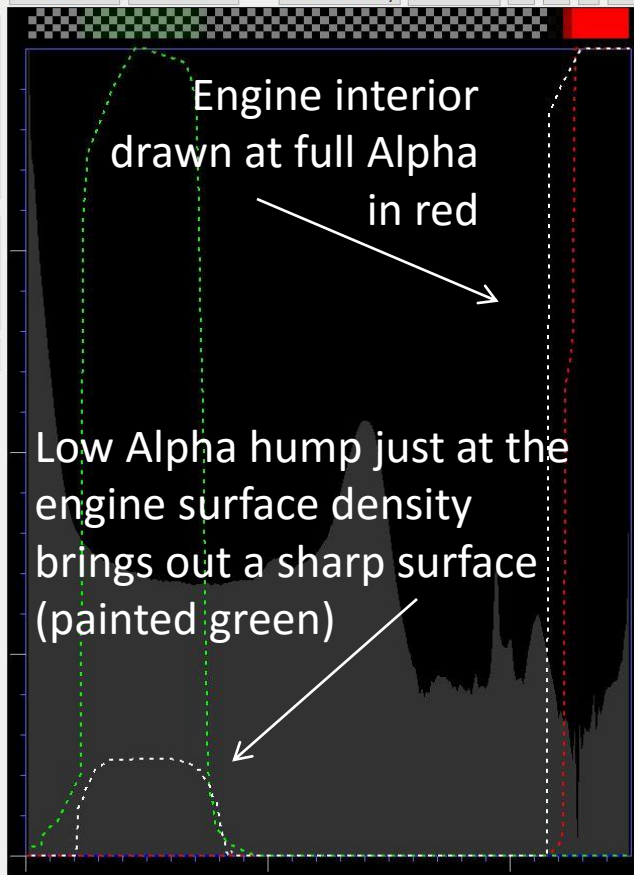
- Red
- Green
- Blue
- Alpha

Invert

Groups

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Copy to 2D Transfer Function



Saving Images

- Screen grab the whole window just like the images on the previous slides
- You can use Irfanview to do this easily (and much more)
- <https://www.irfanview.com/>