

## **Display Options**

### **Ambient Light:**

The "I" slider controls the intensity of the ambient light.

### **Distant Light:**

The "I" slider controls the intensity of the distant light source.

The " $\phi$ " slider controls the azimuthal angle of the light source.

The " $\theta$ " slider controls the altitude (angle) of the light source.

### **Style:**

This controls the rendering style.

"Point" just draws a dot at every defined vertex in the display.

"Line" draws connecting lines with no hidden line removal.

"Planes" draws surfaces with hidden line removal.

"Smooth" smoothes out the surface so it doesn't seem to consist of discrete polygons.

### **Options:**

**Axes:** Displays axes centered at (xmin,ymin,zmin)

**Floor:** Displays a square directly under the 3d surface. You can map the contour/density plots to this surface, but only if it's selected.

**Backs:** Displays walls behind the data set on whichever 2 sides least impede the view. Ticks will be displayed as lines on these surfaces if they are selected.

**Ticks:** Puts tick marks (small discs) on the axes and/or lines on the backs. Tick spacing can be adjusted on the Limits panel.

**Planes:** Adds planes that cut the data set at the z tick locations. In interactive mode the planes appear opaque, but in photorealistic mode they are partially transparent.

**Label:** Labels each tick mark and turns on axis labels (photorealistic output only). In interactive mode the labels are very rough and are not centered very well.

**Perspective/Orthographic:** Selects the projection to use. Personally I find orthographic rather disturbing most of the time, so perspective is the default.

## **2D Mode:**

These flags change what is displayed in the density/contour window.

**Density:** A grey-scale density plot.

**Contour:** A simple contour plot of the data (may not look very good for low resolution data). This plot can also be quite slow for high resolution data or large numbers of contours.

**Tick Mesh:** Displays a grid of black lines at the x/y tick positions.

This can be quite useful for overlaying on the data set or the floor.

**Data Mesh:** This is really only useful for overlaying on 3d surfaces. It is a mesh representing where data samples occur.

## **Contour:**

If AUTO mode is selected, Spacing and Start will automatically be adjusted to obtain the requested number of contours. If AUTO mode is not selected, you must adjust Spacing and Start manually. These controls also affect contours produced by the "contour surf" shader on the Photoreal/Anim panel.