Volume Render: Parametric Mapping

Volume Render provides the ability to generate parametric maps when a related volume is loaded and the render type is set to gradient shading. This exercise will demonstrate how to use the parametric mapping option.

1. Load the **SISCOM_Extracted_Brain.avw** and **SISCOM_4D_ActivityMap.avw** data set from the **$:\BIR\images\TutorialData\AdditionalData** directory.
2. Open the **Volume Render** module (**Display > Volume Render**). In the Volume Render window, select **File > Input/Output Ports** (figure 1).
3. Drag-and-drop the **SISCOM_Extracted_Brain** file from the Analyze workspace into the Volume port. Next, drag-and-drop the **SISCOM_4D_ActivityMap** from the Analyze workspace into the **Related Volume** port.
4. Open the **Preview** window (**Generate > Preview**).
5. Open the **Parametric Mapping** window (**Generate > Type Specific > Parametric Mapping**).
6. In the Parametric Mapping window, set **Parametric Mapping** to **On** (figure 2).
7. Review the rendering in the Preview window. To rotate the image, drag and drop the rendering in Preview window (figure 3).
8. Review the effects of changing the **Mapping Factor** and **Map Transparency Value** options in the Parametric Mapping interactively in the Preview window.
9. To view the 4D multivolume over time, use the **Which Mapping Volume** option. Check **Increment after each Render**, then press **Render**, until you've made your way through the volumes (figure 4).
10. Close the Volume Render module before proceeding to the next exercise.

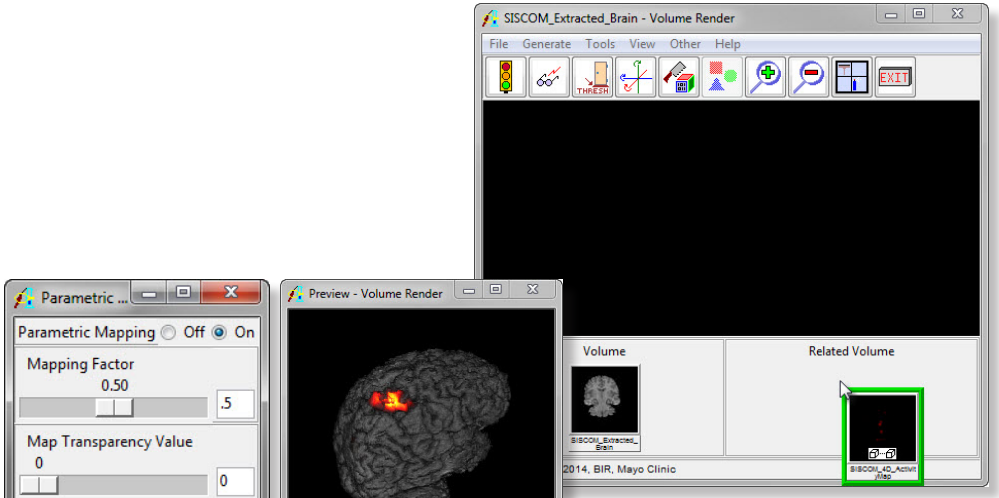

Figure 1

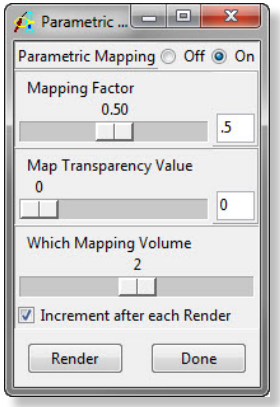

Figure 2

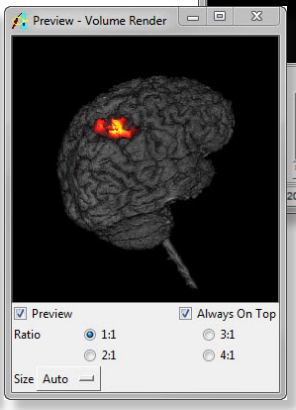

Figure 3

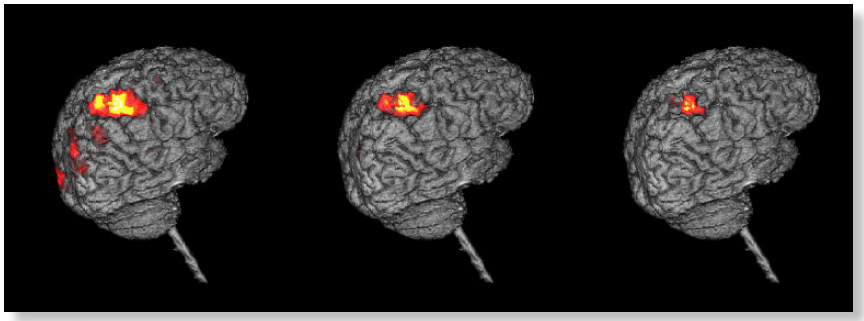

Figure 4