

Demonstration Video

Voxler – Part 1

Introduction

PART 1

1. Introduction
 2. Module Library
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1. Welcome to **Voxler**®, a three-dimensional scientific visualization program oriented primarily toward volumetric rendering and three-dimensional data display. This demonstration will give you a brief introduction to the Voxler workspace.

I've opened the sample file Torus(Isosurface).VOXB, which is found in the Voxler Samples folder, to make it easier to explain the Voxler layout. When you open Voxler you see 4 different windows:

2. The first window on your left is the **module library**. The module library shows all the modules that are available to be added to your visual network. A **module** can be either your input data or a procedure that acts on the input data, such as modifying the data or converting the data into various graphical forms.
3. The next window to the upper right is the **network window** this is the visual network of modules connected together to form the final image. Modules in the network window can be moved by dragging the module to the desired position. Modules can be connected together by clicking on the small triangle on the right side of one module and connecting the line to the small triangle on the left side of another module. The visibility of the modules can be toggled on and off by checking or unchecking the check box. A checked box means the module is visible and an unchecked box is invisible. When you switch a module from visible to invisible (and vice versa) the display is updated to correspond with this change.
4. The window below the network window is the **properties window**. The properties window allows you to change the properties of a selected module. The changes made in the properties window are automatically updated in the viewer window.
5. The **viewer window** is where the visual form of the data is displayed. The image can be rotated by clicking and dragging the image displayed in the viewer window. If the mouse is still moving when you release the mouse button, the displayed image will rotate until the mouse button is clicked once again. Any changes made in either the network window or the properties window are reflected here. You can zoom in and out by either clicking on the zoom tool and moving the mouse up or down or by holding the CTRL key on the keyboard and moving the mouse up or down. You can reposition the image by clicking on the Pan tool and dragging the image or by holding the shift key while dragging the image.