The Compute Module

Does arithmetic on the point-by-point Data component of a field, and outputs the modified field.

The 3 (in this case) inputs

The output expression, in this case, a 3-vector with a newly-created Z value

The Mark module renames the Data component to something temporary, and renames a component you select to "Data". Compute then acts on this component.

The Unmark module changes the component names back to what they were originally.
The Sequencer Module: Usually Used with the Compute Module to turn the Integer into an Animation Parameter

In this case, Compute turns an integer into a scalar to be used to animate an isovalue.
A good Sequencer Strategy: Run the sequence from 1-100 (or 0-100).

Then, base the Compute quantity on these "Percent Units".

In this case, Compute turns an integer into a scalar to be used to animate the isovalue.
In this case, Compute turns an integer into a 3-element vector to be used to animate the position of the cutting plane.
In this case, Compute turns an integer into a rotation angle in degrees.
Why Does the Rotation Occur around the Edge of the Cube, not about its Center?

Rotation and Scaling always occur about the origin. To change this to the center of the volume, translate the volume to the origin, perform the rotation or scale, and then translate it back.

Translate by [-15,-15,-15]

Translate by [15,15,15]

Writing Out a MIFF Animation File

```
convert -quality 100 sample2.miff sample2.gif
```