

---

Subject: Re: Fly through was Re: Cross-platform PWD  
Posted by [davidf](#) on Thu, 04 Jun 1998 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I like Ding (biomedic@erols.com) more and more when he writes in response to some criticism:

- > You're right. I'm just bothered by a problem:
- > how to do the fly through in a 3D image data set?
- > Do you have time to help me?

Ah, you're right. In addition to yelling at Andy, I suggest you give the dog a kick too. :-)

- > RSI's IDL demo gave us a 'fly through' demo,
- > in fact, that is not fly through, it's fly over.
- > It use a 2D surface array to fly over it.
- > What I want to do is a 3D array, user can display
- > iso-surface or even volume rendering, then flying
- > through by mouse-guiding or a predefined path.
- > I think the basic thing is the same, to use
- > 3d graphics model, apply the translate, rotate, and
- > zoom ... methods... only thing I worry is that
- > the process could be very slow.

Well, do you have a fast machine and a 3D OpenGL accelerator card? Otherwise, I agree, it will probably be slow.

- > Has anyone already written similar codes? If you
- > dont want to share the code, please just tell me
- > whether it's tolerable in speed.

I haven't, but I'm willing to spend some time trying to figure it out if you like. Send me a few more details and I'll see what I can do. This will be a good test for my hot, new 400 MHz baby with the fast WRAM accelerator! :-)

- > Thanks David, Thanks everyone!

Thank you for being so gracious.

Cheers,

David

-----

David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: davidf@dfanning.com  
Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

---