

---

Subject: rendering size

Posted by [morph account](#) on Thu, 03 Sep 1998 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I posted this a few weeks ago but didn't get any response. I realized my news reader is only receiving about 25% of the total posts to this newsgroup (I have since switched to a better server). It's possible that I may have missed a valuable answer. If this is the case, could you please post again? Any new suggestions are welcome as well. Thanks -- Steve Hartmann

I have used the IDL Slicer3 procedure to render MR brain images. The results look fine and I am able to capture this image as a tiff file or by grabbing the contents of the Z buffer. I would like to map points from the original brain volume to their corresponding positions on the surface image. The 'probe' option of the Slice3 program does show me this information (in reverse).

The problem I'm having is that the surface pictures I save from the Z buffer are not the same size or aspect ratio of the original image, so a

one-to-one mapping is not possible. It appears as if the Z buffer captures an area slightly larger than my 256x256 pixel images (by including some sized border around the image). If I knew the size of this border, I could just resize the surface image, but I don't know this information.

Has anyone dealt with this before? Is there a way to convert the surface

image to the original size of the image, or better yet, to save the surface image with the same aspect ratio directly?

Any suggestions will be appreciated.

Steve Hartmann

---