Subject: Re: volume measure
Posted by davidf on Thu, 03 Sep 1998 07:00:00 GMT

Ferranti Wong (f.s.l.wong@mds.qmw.ac.uk) writes:

> How can one measure the volume of an object once it has been rendered
> above a threshold.

Well, a "rendered" object has no volume, although you can
perhaps talk about its "area". But you probably didn't mean
that. :-)

Presuming you know the voxel volume (the dimensions of
a single element in your 3D space), you can find the
total volume of a thresholded object like this:

```
  goodVoxels = Where(object GT someCriteria, count)
  IF count GE 0 THEN $
    totalVol = N_Elements(goodVoxels) * voxelVol
```

Cheers,

David

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