
Subject: The inverse of Extract_Slice

Posted by [Lawrence J. Busse](#) on Tue, 29 Sep 1998 07:00:00 GMT

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I'm starting a project which requires the "reconstruction" of a 3D data set from a series of 2D slices THROUGH the volume. The slices are NOT uniformly spaced (either by translation or rotation). I was thinking of hacking the IDL routine `extract_slice` to make a new function "insert_slice" to write the known data into the volume at the appropriate coordinates. Then do some sort of interpolation to fill in the holes.

I have two questions:

Has anyone already written an `insert_slice` routine?

Any better ideas for approaching this problem??

Thanks in advance.

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