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Subject: 3D projection rotation

Posted by [Dave Brennan](#) on Mon, 08 Feb 1999 08:00:00 GMT

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Hi,

I am currently trying to produce rotating maximum intensity projections using the voxel\_proj command.

To do this I am using scale3 to produce the !P.T transform matrix, i.e.

```
for j=0,35 do begin
```

```
  xrot = (j-9)*10
```

```
  scale3,xrange=[0,sizematx*scalex],yrange=[0,sizematy*scaley]  
  ,zrange=[0,slicemat*scalez],ax=xrot
```

```
  img=voxel_proj(imagebyt,/maximum_intensity)  
  array(*,*,j) = img  
  print,j  
endfor
```

(scalex etc are the sizes of the voxels in the corresponding directions)

This produces data which can be viewed in xinteranimate producing a rotating MIP.

However, I wish to increase the size of the rotating MIP, to say twice it's original size, is there a simple way of accomplishing this, with the minimum of computing time? I am sure I am missing a simple solution.

Thanks for your help

Dave Brennan

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