Subject: Re: Colour maps overlaid on grey-scale (medical) images
Posted by davidf on Mon, 22 Mar 1999 08:00:00 GMT

Kenneth P. Bowman (bowman@null.tamu) writes:

> If you use 24-bit color, you can do this by direct manipulation of the RGB
> values of each pixel.

Yes, well, I have tried this too, but I never seem to get
results that are completely satisfactory to me. Do you have
a simple example that shows us *how* to directly manipulate
the RGB values? I've tried making one image the red channel
and one the green, etc., but the composite image is not
really what I want.

I did fool around last week during one of those jet lag
nights where I was wide awake at 2AM with using the alpha blending
functionality of an object graphics image. This worked
surprisingly well after I realized that the documentation
was just *slightly* misleading, and that the image "color"
could only come from a 24-bit image.

If I have some time later this week I'll describe what
I learned in the article on this subject on my web page.

Cheers,

David

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