Subject: better 3D surfaces ?
Posted by Richard Tyc on Mon, 20 Mar 2000 08:00:00 GMT
View Forum Message <> Reply to Message

I have been trying different methods for visualizing our MRI data in 3D and I prefer 3D volume rendering although it is very CPU intensive. I have been looking for a better shaded surface approximation of the data (2D slice data , typically 256x256 and 5-25 slices).

I have been trying the SHADE_VOLUME procedure
eg.

```
oHeadSurf = OBJ_NEW('IDLgrPolygon', color=[100,100,100], reject=1, $
                STYLE=2, SHADING=1)
Shade_Volume, 3Ddata, 1, vertices, polygons, low=1
oHeadSurf->SetProperty, data=vertices, polygons=polygons
```

But I notice my volumes always look like extruded slices from each data set, so in the z (or slice) direction, it is very "step like" with no interpolation in this direction.

Is there a better way of showing 3D data created from individual slices where the slice resolution is usually much less than the image resolution.

Thanks
Richard Tyc
SBH Research Center