Subject: Re: Displaying large volumes
Posted by Med Bennett on Mon, 14 May 2001 21:18:08 GMT
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ALAN FRAZIER wrote:

> Currently I am trying to display large volumes. As far as I know, there
> are two different procedures to assist with this task. This first being
> xvolume and the second being slicer3. So far with xvolume, I could only
> display a volume of ruffly 1024x1024x25. Any larger, my system would
> crash or just manuver so slowly the volume displayment was useless. With
> slicer3, I was able to display volumes up to 1024x1024x100. After this
> slicer3 just manuvered too slowly. However, I like to GUI with xvolume
> much better.
>
> I need to display volumes that are much larger then this. I was wondering
> if anyone else has visualized larger volumes and how you did this? And
> what type of system you are running. Currently I'm running a 400 MHz G4
> with 576 MB of memory and a PCI ATI Rage with 16 MB of VRAM. However, If
> it ment displaying larger images, I am willing to buy a better machine.
>
> Thanks in advance,
>
> Alan

Can you use rebin/congrid to lower your 3d grid resolution in X and Y to allow
you to use a bigger array in Z? It seems like any volumetric rendering
routine is not going to be able to make use of so much resolution in X and Y
anyway. I'm sure you've thought of this though.