Subject: Re: Rotate volumes
Posted by Richard Tyc on Tue, 18 Sep 2001 14:09:18 GMT
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Just curious, are you using IDLgrVolume objects to render your data ? If you were, I would think any type of interactive manipulation would be PAINFULLY slow for a 256x256x256 object. I regularily manipulate MR generated objects of 60x60x40 (original MR image slices reduced in size!) size on a dual processor machine (HINTS set to take advantage of multi-processor) and 3D rotations (I used a trackball object) are rendered every few seconds.

Rich

B.C. Hamans <s448443@stud.tue.nl> wrote in message news:9o2j63$44e$1@news.tue.nl...
> Hi,
>
> I'm still working on my volumes (see previous posting) and trying to rotate
> and translate them to match each other. It would be very nice if I could use
> something like XVOLUME_ROTATE, /T3D or /MATRIX=!P.T. (Of course this isn't
> possible). I also thought about using CONVERT_COORD but this is no solution
> either (i think). The 2 volumes are described by a matrix of dimension
> 256x256x256 containing gray values between 0 and 255. I obtain a translation
> matrix to fit the 2 images from an external program. In the future i hope to
> do this by using MIM or MIM2 (http://www.nuclear.uhrad.com/mim2.htm). The
> translation matrix is of the form !P.T (4x4).
>
> I already made some nice projections of the volumes using PROJECT_VOL in 3
> directions and would like to add some sliders to define rotation,
> translation and skew factors. To align the volumes before further processing
> them.
>
> Anybody?
>
> Bob
>
>