
Subject: Rotate volumes

Posted by [B.C. Hamans](#) on Sun, 16 Sep 2001 16:13:38 GMT

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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 $256 \times 256 \times 256$ 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
