Subject: rendering multiple volume objects with a single model
Posted by graves on Thu, 13 Dec 2001 00:48:31 GMT
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Hi all,

I want to render a dataset from an optical tomography experiment, and include a set of spheres representing the locations of the detectors for the experiment (which are arranged in a cylinder around the dataset). So i created one volume object for the data, and one for each of the 36 spheres, and placed them all in a single model object. When i render this model, all spheres are visible, regardless of their position relative to the data. I tried reversing the order in which i add the data and the spheres to the model, and this resulted in only the spheres which are completely outside of the data being visible. That is, even spheres in front of the data are gone, only those along rays that do not intersect the dataset at all are seen. From the IDL documentation, it appears that model objects draw their constituent volumes one at a time, without consideration of the other volumes. So my question is, is there a simple way for me to render a multi-volume model so that it does consider all volumes simultaneously?

All workarounds and suggestions are welcome. Thanks in advance,

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