
Subject: Animating slicer3 output?

Posted by [Rick Matthews](#) on Tue, 14 May 2002 15:16:22 GMT

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I am rather new to IDL. I have generated 3-D isosurfaces using Slicer3. I would like to step through one rotation angle, saving each image for inclusion in a video.

Is there a way to automate the rotate/save cycle in slicer3? If not, can someone point me in another direction to achieve the same result?

I am trying to make a video showing a rotating isosurface.

Thanks.

Rick

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