
Subject: Re: reversing [near, far] for volume rendering

Posted by [ronn](#) on Thu, 16 May 2002 11:38:06 GMT

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in article 3CE1887C.E6B86776@nih.gov, Delia McGarry at mcgarry@nih.gov wrote
on 5/14/02 5:58 PM:

> Hi,
> In an IDLgrVolume I want to switch the direction of the volume
> rendering, so that the rendered volume is displayed with the first
> z-slice near the viewer rather than at the back. Switching the order of
> the data is not an option. Does anyone know how to adjust the
> [near,far] or have any suggestions?
> Thanks,
> Delia
>
Hello Delia,

Why not just rotate the volume 180 deg around the Y axis so that the back is
now at the front?

-Ronn

--

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"Application Development with IDL" $\frac{1}{2}$ programming book updated for IDL5.5!

"Calling C from IDL, Using DLM's to extend your IDL code"

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