
Subject: Re: reversing [near, far] for volume rendering
Posted by [Karl Schultz](#) on Fri, 17 May 2002 23:20:06 GMT
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"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:ac3l61\$1u84\$1@nntp6.u.washington.edu...

> Since you didn't like Ronn's post and nobody else is taking a shot I'll
> venture a guess.
>
> I don't typically work with volumes nor do I understand the details of
their
> rendering but I don't think you can change the Z order of the volume
> rendering. The volume has to be rendered far to near so transparency is
> rendered correctly. But maybe I am misinterpreting what you are asking.
>
> I think your only choice is to manipulate the data.
>
> But then again, I am stretching here. Too bad Karl didn't chime in.

How about setting this property on your volume object::

ZCOORD_CONV=[0,-1]

If this causes an unwanted shift in the volume location, change the zero
to -Z, where Z is the length of the volume in Z.
