
Subject: Re: reversing [near, far] for volume rendering
Posted by [Rick Towler](#) on Fri, 17 May 2002 19:20:20 GMT
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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.

-Rick

"Delia McGarry" <mcgarry@nih.gov> wrote in message
news:3CE1887C.E6B86776@nih.gov...

> 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
>
