
Subject: volume rendering in IDLgrVolume

Posted by [Sebastian Loebbert](#) on Wed, 18 Sep 2002 15:08:34 GMT

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Hi all,

I have some questions about the volume rendering algorithm used for IDLgrVolume:

- Is it true that the volume rendering algorithm used for IDLgrVolume is encapsulated in this class?
- Where can I find more information than in the idl reference manual on the algorithm used? What I am especially interested in is:
 - How are multiple volume rendered (just stand-alone and then blended together or something more sophisticated)?
 - Can I manipulate single viewing rays? Like setting different start/termination depths and getting a map of all termination depths?
- Can I somehow tell the IDLgrVolume to use another rendering algorithm? Would it be enough to derive a subclass from IDLgrVolume and override some function (if, which function, draw would be much work?)
- Is the code for IDLgrVolume and its renderer available (might save a lot of work to simply change it somewhat)

Thanks a lot in advance & best regards from sunny spain,

Sebastian
