
Subject: Re: IDLgrVolume RENDER_STEP does not scale
Posted by [Sebastian Loebbert](#) on Wed, 23 Oct 2002 08:30:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Tue, 22 Oct 2002, Karl Schultz wrote:

Hi Karl,

thanks for the tip. I tried something similar some time ago with "raw" OpenGL, but was not so satisfied with the results - you can't use shading based on the voxel gradient with this approach, and this is a mayor drawback. Also, having to replicate the volume 6 times for the different image stacks is quite memory consuming - especially if you need 6 rgba volumes instead of one 8 bit volume.

Best regards,

Sebastian

>
> ...
>
>> Is there another method for getting high-speed/low-quality images?
>
> There is, and it is pretty complicated. I'll try to outline the general
> approach here. I do have some code that does something like this, but I'm
...
>
> Karl
>
>
>
>
