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 apporach, 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 compilicated. I'll try to outline the general
> approach here. I do have some code that does something like this, but I'm
...
> Karl
>