
Subject: Number of pixels

Posted by [idlfreak](#) on Thu, 26 Dec 2002 03:17:41 GMT

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Hi...

I'm trying to create a binary 2D and 3D object. I tried to create a sphere with array size of (20x20x20). The sphere obtained was not binary but had different grey levels. Also, when i calculated the total number of pixels in the sphere it was more than 8000 (20x20x20). Why does the pixel count differ? Then what is the use of declaring an array size of 20x20x20. how can i draw a sphere based on the pixel count? i.e. a sphere of radius 50 means 50 pixels.

Please help me.

Regards,
Akhila.

P.S: The code i used to create a sphere is given below.

PRO sphere

```
sphere = FltArr(20, 20, 20)
FOR x=0,19 DO FOR y=0,19 DO FOR z=0,19 DO $
    sphere(x, y, z) = SQRT((x-10)^2 + (y-10)^2 + (z-10)^2)
Shade_Volume, sphere, 8, vertices, polygons
Scale3, XRange=[0,20], YRange=[0,20], ZRange=[0,20]
image = PolyShade(vertices, polygons, /T3D)
TV, image
sphere = bytscl(sphere)
Image_Statistics, sphere, MASK = sphere, COUNT = cntsphere
print, 'cntsphere', cntsphere
```

END
