
Subject: Re: 2D and 3D filled objects.

Posted by [David Fanning](#) on Fri, 27 Dec 2002 17:03:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

New2IDL (biomedthesis2002@yahoo.com) writes:

- > I already tried to generate the sphere the same way but the problem is
- > it has various densities. I want a sphere with one density and that
- > density is White.
- >
- > I've written my own code for 3D thinning. I'm not sure if the
- > algorithm is right. I know what to expect when i thin a binary sphere.
- > That's the reason for this question. To cross check that in 2D, i need
- > a binary circle that is completely filled with each pixel value as
- > 255.

Well, then, how about this:

```
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-9.5)^2 + (y-9.5)^2 + (z-9.5)^2)
indices = Where(sphere GT 0)
sphere(indices) = 255
```

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
