Subject: Re: 2D and 3D filled objects.
Posted by biomedthesis2002 on Fri, 27 Dec 2002 16:41:54 GMT
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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.

Thanks.

David Fanning <david@dfanning.com> wrote in message news:<MPG.1875462552b5ecd6989a84@news.frii.com>...
> New2IDL (biomedthesis2002@yahoo.com) writes:
>
>> I'm trying to draw a circle and fill the circle with value 255. I
>> want to extend this to 3D to draw a sphere and fill the sphere with
>> value 255. Can anybody tell me how to obtain this.
>
> Here is an article on how to draw a circle in IDL:
>
> http://www.dfanning.com/tips/make_circle.html
>
> It will lead you to TVCIRCLE from the NASA IDL Astronomy
> web page, the best circle routine around, I think.
>
> What are you planning to do with the sphere? Filling
> a sphere with the value 255 is an odd sort of request.
> At least I haven't run into the need for it in 15+ years
> of working with IDL. :-)
>
> I suspect there might be a simpler way of visualizing
> whatever it is you are trying to visualize with
> a sphere than constructing it this way. Typically,
> one does an isocontour, or a polygon mesh, or
> something like that.
>
> For example, here is one way to render a sphere:
>
> Window, XSize=300, YSize=300
> 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)
>    Shade_Volume, sphere, 8, vertices, polygons
>    Scale3, XRange=[0,20], YRange=[0,20], ZRange=[0,20]
>    image = PolyShade(vertices, polygons, /T3D)
>    TV, image
>
>
> Cheers,
>
> David
```
