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Subject: Re: Stretching of image

Posted by [Rick Towler](#) on Wed, 15 Jan 2003 19:16:58 GMT

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At what point do things go wrong?

Are you confident your polygon object is correct? Use XOBJVIEW to view oModel1 right after you add oPolygon to it and again after you apply your coord conversions (XOBJVIEW, oModel1, /BLOCK). Since you can view other objects without distortion my guess is that your polygon object is incorrect.

It would be helpful if you posted a simple working example that demonstrates the problem using data available in the idl distribution.

-Rick

"New2IDL" wrote

```
> Hi.
> i'm trying to generate 3D volume. I use the functions SHADE_VOLUME,
> POLYSHADE etc to display 3D image. I tried the trackball object to
> rotate the 3D object. When i used a cube, sphere or any 3D given
> example from IDL and use trackball on that image, the object rotates
> perfectly. When i try to use my 3D object that was created after
> processing of the data, the image stretches everytime i rotate it in
> different directions. the image i'm using is a 512x512x21. it
> stretches along the z-axis and i have no idea why it stretches. Can
> anybody help me with this. Please...
>
> The code i wrote is like this:
>
> ##### MAIN CODE #####
> restore, filename = 'headimage1'
> image = bytscl(C1)
> images = image[*,*,*]
> images = images GE 30
> imsize = size(images)
>
> images = congrid(bytscl(images),512,512,512)
> SHADE_VOLUME, images, 30, v, p, /LOW, /VERBOSE
>
> xdim = 512
> ydim = 512
> wBase = Widget_Base(/Column)
> wDraw = Widget_Draw(wBase, XSIZE = xdim, YSIZE = ydim, GRAPHICS_LEVEL
> = 2, /BUTTON_EVENTS, /MOTION_EVENTS, /EXPOSE_EVENTS, RETAIN = 0)
> Widget_Control, wBase, /Realize
```

```

> Widget_Control, wDraw, Get_Value = oWindow
> oPolygon = Obj_New('IDLgrPolygon', DATA = v, POLY = p, STYLE = 2, COLOR
> = [255,255,255])
> oTrackball = Obj_New('Trackball', [xdim/2, ydim/2], xdim/2)
> oView = Obj_New('IDLgrView', VIEWPLANE_RECT = [-1,-1,2,2], ZCLIP =
> [4,-4], COLOR = [0,0,0])
> oModel = Obj_New('IDLgrModel')
> oLight = Obj_New('IDLgrLight', LOCATION = [2,2,1], TYPE = 1)
> oModel -> Add, oLight
> oLight = Obj_New('IDLgrLight', TYPE = 0, INTENSITY = 0.5, COLOR =
> [255,255,255])
> oModel -> Add, oLight
> oModel1 = Obj_New('IDLgrModel')
> oModel1 -> Add, oPolygon
> Xmin = min(v[0,*])
> Xmax = max(v[0,*])
> Ymin = min(v[1,*])
> Ymax = max(v[1,*])
> Zmin = min(v[2,*])
> Zmax = max(v[2,*])
> xs = [(-Xmin)/(Xmax-Xmin), 1/(Xmax - Xmin)]
> ys = [(-Ymin)/(Ymax-Ymin), 1/(Ymax - Ymin)]
> zs = [(-Zmin)/(Zmax-Zmin), 1/(Zmax - Zmin)]
> ;print,Zmin, Zmax, 0.33/(Zmax-Zmin)
> ;zs = [0, 0.33/(Zmax - Zmin)]
> oPolygon -> SetProperty, XCOORD_CONV = xs, YCOORD_CONV = ys,
> ZCOORD_CONV = zs
> oModel -> Add, oModel1
> oView -> Add, oModel
> oWindow -> Draw, oView
>
> END
> #####
>
> -thanx.

```

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