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Subject: Re: IDLgrVolume

Posted by [Karl Schultz](#) on Wed, 22 Jan 2003 07:16:10 GMT

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"Paul Woodford" <cpwoodford@spamcop.net> wrote in message  
news:cpwoodford-6E78D1.23545921012003@corp.supernews.com...

> In article <b0kjj9\$I5a\$1@news.rsinc.com>,

> "Karl Schultz" <kNOSPAMschultz@rsinc.com> wrote:

>

>> There's another way to display a volume by building a series of

>> slices with polygons, texture mapped with the appropriate data and

>> alpha information. [...] I'm pretty sure I've posted about this

>> before, but we can revisit if there is interest.

>

> I am interested. I had just started playing around with this idea. A

> recap, or even just some keywords to use on Google, would be great.

Here's the URL:

[http://groups.google.com/groups?q=texture+group:comp.lang.idl-pvwave&hl=en&l](http://groups.google.com/groups?q=texture+group:comp.lang.idl-pvwave&hl=en&lr=&ie=UTF-8&oe=UTF-8&as_drrb=b&as_mind=12&am)

[r=&ie=UTF-8&oe=UTF-8&as\\_drrb=b&as\\_mind=12&am](http://groups.google.com/groups?q=texture+group:comp.lang.idl-pvwave&hl=en&lr=&ie=UTF-8&oe=UTF-8&as_drrb=b&as_mind=12&am)

[p;as\\_minm=5&as\\_miny=1999&as\\_maxd=21&](http://groups.google.com/groups?q=texture+group:comp.lang.idl-pvwave&hl=en&lr=&ie=UTF-8&oe=UTF-8&as_drrb=b&as_mind=12&am)

[as\\_maxm=1&as\\_maxy=2003&selm=ap3ual%24a0i%241%40news.rsinc.com&rnum=5](http://groups.google.com/groups?q=texture+group:comp.lang.idl-pvwave&hl=en&lr=&ie=UTF-8&oe=UTF-8&as_drrb=b&as_mind=12&am)

It sort of looks like all I did here was a recap, but I hope it helps a bit.

>> Some companies make plug-in volume rendering accelerator cards and the

>> software that goes with them. I think Mitsubishi is one of them.

>

> The Mitsubishi device is now sold by TeraRecon as VolumePro. Very

> zippy.

>

> <<http://www.terarecon.com/>>

>

>> But cards like these are expensive

>

> Yes, but not as expensive as a doctor's time.

>

>> and often have upper limits on volume size that are not large enough

>> for some people.

>

> I saw a VolumePro 1000 whipping around a big (400x400x400?) volume in

> real time, and they say it can do that up to 512x512x512.

Thanks for the updates. It has been awhile since I looked at this stuff.

The OP's volume is well within these limits.

Karl

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