
Subject: Re: IDLgrVolume

Posted by [Paul Woodford](#) on Wed, 22 Jan 2003 04:54:59 GMT

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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.

- > 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.

Paul
