
Subject: Re: IDLgrVolume

Posted by [s\[1\]](#) on Tue, 21 Jan 2003 10:28:40 GMT

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Hi,

some figures for a 256^3 volume (MRI) into a 500x500 window:

"highest quality" settings:

RENDER_STEP=[1,1,1],INTERPOLATE=1,LIGHTING_MODEL=1,TWO_SIDED =1

"medium quality" settings:

RENDER_STEP=[2,2,5],INTERPOLATE=0,LIGHTING_MODEL=0,TWO_SIDED =0

Pentium IV 2.4 GHz, 512MB, W2K, IDL 5.6

highest quality: 11-17s

medium quality: 0.5-1.0s

Pentium III mobile 800 MHz, 256MB, Linux, IDL 5.5

highest quality: 35-50s

medium quality: 2.0-3.0s

The time differences for a given quality come from different viewing angles and different settings for the transfer functions (the more transparent the slower)

For a comparison: The same data set with similar settings and similar results in VTK on the 800 MHz Linux computer takes about 5 +- 1 seconds - and VTK provides an "automatic" level of detail mechanism for real-time but low-quality rendering while rotating the data set.

Hope that helps,

Sebastian

On Sat, 18 Jan 2003, lyubo wrote:

>
> Is it possible to render/manipulate a volume of size 256x256x256
>
> (or 512x512x512) in real time with IDLgrVolume, and if it is what
>
> hardware can do the job?
>
>
>
> Lyubo

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