Subject: Re: [update]: artifacts with volume rendering
Posted by s[1] on Wed, 26 Feb 2003 15:15:45 GMT
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Hi David,

when you disable INTERPOLATE, there are less artefacts, but they still are there.
Anyway, I must use INTERPOLATE for the real prog because otherwise the image quality is much too bad.

Furthermore, using a bounding box, the artefacts do not appear (or at least are much weaker).
To verify this, include

```
vol->getproperty, BOUNDS=bounds
bounds[0] = bounds[3] / 3
vol->setproperty, BOUNDS=bounds
```

somewhere in the volume creation code.

Best regards,

Sebastian

On Wed, 26 Feb 2003, David Fanning wrote:

> Sebastian (s@visita2.die.upm.es) writes:
>
>> I wrote a litte program that shows the artefacts. I creates a volume, cuts
>> of a cube, and renders a short sequence. The artefacts are clearly
>> recognizable on the cutting surfaces.
>
> When I removed the INTERPOLATE=1 keyword, the artifacts
> appear to disappear:
>
> vol->SETPROPERTY, data0=volData,ZBUFFER=1,ZERO_OPACITY_SKIP=1, $
> OPACITY_TABLE0=(INDGEN(256) / 1);;;;;;;;;;INTERPOLATE=1
>
> This was the first thing I thought of when I saw the
> output, because those look like interpolation artifacts
> (rounding errors, etc.) to me.