
Subject: Re: [update]: artifacts with volume rendering
Posted by [David Fanning](#) on Wed, 26 Feb 2003 14:23:08 GMT
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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.

Cheers,

David

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