Subject: artifacts with volume rendering
Posted by s[1] on Wed, 26 Feb 2003 10:32:32 GMT
View Forum Message <> Reply to Message

Hi all,

under certain conditions, I encounter regular wave-like artifacts with
volume rendering:
I render an IDLgrVolume, rotated a little bit around x and y axis, so that
the top left front corner of the data set cube is about in the center of
the rendered image.
-> Everything works fine.
Then I divide the data set into 8 sub-cubes of equal size and set all
voxels in the top left front subcube to zero while not changing the
others - that's like cutting this subcube out of the volume.
When I now render the volume, a wave pattern appears on the cut surfaces.
The pattern varies when I rotate the volume, it disappears when the cut
surfaces are orthogonal to the viewing direction.

When I set the BOUNDS of the volume to cut away half of it at the some
position where one of the cut surfaces from the sub-cube was, I do not get
these artifacts.

Does anybody have an idea what causes these artifacts and how to avoid
them?

Thanks for all tips,

Sebastian