
Subject: Re: Filling voxels with xyz point data
Posted by [JD Smith](#) on Thu, 06 Mar 2003 17:34:23 GMT
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On Wed, 05 Mar 2003 12:14:07 -0700, Jason Stoker wrote:

> Hi all,
> My question involves voxels. What I have is x,y,z point data, and I
> want to convert those points into volumes. Ideally what I would like to
> do is create an empty voxel matrix where the voxels have a predefined
> size (e.g. 1x1x1), and "fill" those voxels with the point data. So for
> any voxel that has 2 x,y,z points in it, it would get a value of 2,
> while voxels that did not have any points would get a 0 or null. I have
> put the data into XVOLUME, but am not certain what it is telling me. I
> am lost when it comes to volumetric analyses. Any ideas? Any help
> would be greatly appreciated! Cheers, Jason

You want an n-dimensional (or 3D, I suppose) histogram. See hist_nd:

http://www.dfanning.com/documents/programs.html#HIST_ND

JD
