
Subject: Re: IsoSurface

Posted by [Karl Schultz](#) on Wed, 09 Jun 2004 22:42:08 GMT

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"Aleks" <siliconcube@yahoo.com> wrote in message
news:79140897.0406091344.7121960b@posting.google.com...

> Hi all,
> ok here is the problem I have: I'm trying to run a test on different
> images to figure out how things work. Previously I was helped to find
> the size of my tiff image. I modified the code accordingly.
> Unfortunately, when I try to run this code on my images the first
> Window function shows me all my images but when the execution gets to
> the second Window Function I lose IDL ie it crashes. I have 81 nearly
> identical image. (if you would like to see the image you can check it
> out here http://www.geocities.com/siliconcube/tree_01.tif
> images were modified with MatLab). Can anyone help me identify the
> problem, is my image not suitable for Iso Surface or am I doing
> somethign wrong =/.

>

> Thanks

> Aleks

>

>

> files=findfile('*.*tif')

> index=bsort(files, sortedfiles)

>

>

> volume=bytarr(761,671,81)

>

> for j=0,80 do begin

> image=read_tiff(sortedfiles[j])

> volume[0,0,j] = image

> endfor

>

> Window, Title='Original Image Slices', XSize=800, YSize=500, 1,

> XPos=0, YPos=0

> LoadCT, 0

> Device, Decomposed=0

> FOR j=0,49 DO TV, volume[*,*,j], j

>

> Window, 6, XSize=800, YSize=800, Title='Test IsoSurface'

> Scale3, XRange=[0,760], YRange=[0,670], ZRange=[0,80], AZ=-150

> Shade_Volume, volume, 81, vertices, polygons, /Low

> theHead = PolyShade(vertices, polygons, /T3D)

> TV, theHead

>

>

>

> end

I ran this on my machine by substituting random data so that the bottom half of the data (in Y) was < 81 and the top half was > 81 and got a reasonable looking surface, although I looked at it by making an IDLgrPolygon and using XOBJVIEW:

```
XOBJVIEW, OBJ_NEW('IDLgrPolygon', vertices, POLYGONS=polygons)
```

Did your IDL program stop but IDL was still running? If so, what was the message?

If IDL itself crashed, it is possible you ran short on memory. Maybe you could try fewer slices in Shade_Volume or use CONGRID to make smaller images. Although your data is not that large, it is possible for your vertex and polygon data to be very large, depending on the contents of the volume and your isovalue.

Karl
