
Subject: Re: IsoSurface

Posted by [siliconcube](#) on Thu, 10 Jun 2004 15:32:53 GMT

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"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message news:<10cf4goodoajr45@corp.supernews.com>...

> "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
```

Would you mind explaining how do i do the following "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)
"
```

I'm not sure if memory is the problem in my case because my machine has 5GB of RAM =(

thank you
Aleks
