
Subject: Re: 3D images

Posted by [Timm Weitkamp](#) on Tue, 22 Jun 2004 11:54:22 GMT

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On 21.06.04 at 12:00 -0700, Jeff wrote:

- > This is really cool, but now i'm wondering how you figure out things
- > like this :) Is there a book or some other resource (webpage?) that I
- > can tap into that deals with creating shapes in images mathmatically?
- > I can figure some basic stuff out myself (I can do a square! woohoo!)
- > but I'd like to learn more. Is this called morphometry?

Jeff:

Do you mean, how do I do manage to do things in a complicated way that take only little more than a one-liner when done properly, as David has just pointed out? :-(

But seriously: I guess the only "resource" is the *need* to solve a given problem, and some very basic geometry knowledge. Like in this case: $x^2 + y^2 < r^2$ defines a filled circle. No need to be a math pro for that, thank goodness. I'm sorry, but I really can't point you to any book or web page [1].

Cheers,
Timm

[1] Except, of course, JD Smith's dimension-juggling tutorial for IDL, which helps you to get arrays into shape. But you know where to find that, I hope.

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