
Subject: Re: Generate 3D Surface out of Points in Space
Posted by [Beat.Schmutz](#) on Thu, 24 Jun 2004 07:57:52 GMT
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> I tried your method of creating a mesh structure out of MRI slices before,
> but it failed, because the ComputeMesh-method doesn't work as soon as you
> get two contours on one plane.
>

I had the same problem, so I used SHADE_VOLUME instead. I filled the extracted contours with black (0), created a volume with the stacked contours and then set VALUE and LOW in SHADE_VOLUME to zero. This worked well for the 3D reconstruction of a bone (distal Femur) surface. I don't know whether it will work in your case.

Cheers,

Beat
