Subject: Re: VTK + IDL
Posted by Karl Schultz on Mon, 30 Aug 2004 16:07:49 GMT

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"Hee Chun" <chun.42@osu.edu> wrote in message
news:da6f35c7.0408251747.6fa067d1@posting.google.com...
> I want to have the decent-layered image
> object(ex,tissue,bone,organ)from the volumetric data sets with
> acceptable rendering speed. So I can distinguish/differentiate the
> lesion from the normal tissue with some colors. There is an example
> from the website: http://www.kitware.com
> It is the transparent half-head image on the right bottom. That is not
> the exact image I want, but I need that kind of image.
> Also, it will be fantastic to have a data(volume image intensity)
> picking capability to the layered object with trackball movement. So,
> I can use it for modeling of drug delivery to the lesion in the
> quantitive way by using IDL. I know IDL has the data picking
> capability. How can I do that? Please, let me know that.

Data picking with volumes works by using the PickVoxel method in the
IDLgrVolume object. It will basically tell you the non-transparent voxel
that is closest to the viewer.

You can also mix in isosurfaces with the volume rendering to make the
layered objects. See the ZBUFFER property on IDLgrVolume.

So, yes, you should be able to do something like the kitware picture.

Karl