

---

Subject: Re: VTK + IDL

Posted by [chun.42](#) on Thu, 26 Aug 2004 01:47:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

"Karl Schultz" <[kschultz\\_no\\_spam@rsinc.com](mailto:kschultz_no_spam@rsinc.com)> wrote in message > >

> OK, now we're talking about volume rendering, which has little to do with

> OpenGL.

I used VTK a little bit and I know that VTK uses the OpenGL's library.

But it turns out I am in the wrong track.

If I misled you/IDL users, sorry about that again.

> If you tell us more about \*why\* the IDL volume rendering is not good enough

> for your application, maybe we can be more helpful.

> Karl

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 quantitative way by using IDL. I know IDL has the data picking capability. How can I do that? Please, let me know that.

Thanks.

HC

---