Subject: Re: VTK + IDL
Posted by chun.42 on Wed, 08 Sep 2004 02:17:46 GMT
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"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message >
> 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.
>

Thanks Karl for the tips. But I still need to ask about the layered objects.
I has been trying to generate isosurfaces of skin and bone. It looks fine as I draw them separately, but the semi-transparent skin doesn't cover the bone completely as I put them togeter. I know I didn't catch the proper isovalue(0~232) for bone/skin with 'head' data set. But I tried the following code with the different data sets where I know the exact isovalue for skin and bone. The result is the same. Some portion of a bone-face is covered by the skin, and the others(ex: the bone around eyes) are not. Do I miss something? Is there any alternative way?

```
image = [[[red]],[[green]],[[blue]],[[alpha]]]
oImage = OBJ_NEW('IDLgrImage', image,
INTERLEAVE=2,Blend_function=[3,4])

isovalue = 120
Isosurface, volumeData, isovalue, vertex, connect
oPolyBone = Obj_new('IDLgrPolygon',Data=vertex,Polygons = connect,$
 Shading=1,Style=2, Color=[230,230,230],/Reject,/Zero_opacity_skip)

isovalue1 = 40;
Isosurface, volumeData, isovalue1, vertex1, connect1

oPolySkin = Obj_new('IDLgrPolygon',Data=vertex1,Polygons = connect1,$
  Color=[255,255,255],Shading=1,Style=2,texture_map = oImage)
;
;
oModel ->Add, oPolyBone
oModel ->Add, oPolySkin
```

Thanks

HC