
Subject: Re: meshes and some irritations

Posted by [Karsten Rodenacker](#) on Fri, 12 Nov 2004 18:12:23 GMT

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

Thank you Karl for some explan- and clarification.

Still I have some problems. The stated example was given since my results in real data, say 128x128x99 or 512x512x99 volumes with greyvalues overpowdered with some noise will produce and have produced quite arbitrary results since this example situation with values at the border of the (expected) surface appears arbitrarily often.

My solution was then to generate first a binary volume and then apply ISOSURFACE or anything else. The result was of course disastrous, following this lt/le dichotomy.

However that was not the starting point: We tried to apply transparency to generated mesh surfaces. The transparent objects appeared very often rippled depending on the isosurface value chosen (For this I have still to generate a handy example.)

I am leaving now into weekend, thank you again,
Regards

--

Karsten Rodenacker

----- :-)

GSF - Forschungszentrum Institute of Biomathematics and Biometry

D-85758 Oberschleissheim Postfach 11 29

Karsten.Rodenacker@gsf.de | <http://ibb.gsf.de/> | DEL _ for reply

<http://ibb.gsf.de/homepage/karsten.rodenacker/>

Tel: +49 89 31873401 | FAX: ..3369
