Subject: Re: Basics of SHADE_VOLUME
Posted by Leslie Welser on Thu, 07 Apr 2005 21:22:52 GMT
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Actually, I don't think your 3-d scatter plot will work for me in this case (although I have used it before on another project, and it worked great!). The reason is that what I have is actually a 3-d array which represents a wavefunction in space, phi=dblarr(192,192,192). It is 3-d because at each {x,y,z} point, there is a magnitude for phi. So I guess the problem is really that I'm trying to represent a 4-d surface (3 dimensions for the x,y,z and 1 for the actual value of the array). I thought that using shade_volume would work for this, since it accepts a 3-d array as input. But the result looks about how you described it. I noticed that on your website, you have an example (MRI images) where you said to choose an isosurface of 50 and then you said that "the surface will enclose the volume values greater than 50". That's where I got the crazy idea to set the isosurface value as the minimum value of my dataset. But I think there is still something that I'm missing....