
Subject: Re: Basics of SHADE_VOLUME

Posted by [David Fanning](#) on Thu, 07 Apr 2005 19:44:46 GMT

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Leslie Welser writes:

- > Can someone describe to me the basics of using SHADE_VOLUME and
- > POLYSHADE (in direct graphics)? I have a 3-d array which is
- > (192,192,192), and I thought that using shade_volume would allow me to
- > display the x-y-z grid along the 3 axes and then the magnitude of each
- > particular point could be displayed as a color.

No, not even close, really. Shade_Volume generally produces something that looks more like what a forensic anthropologist would come up with if he discovered a 7 million old jaw bone in the desert and wanted a head to go with it, than what you describe.

- > What I'm confused
- > about is the isosurface I should choose.

I'm confused about what it is you really want to plot. It sounds more like a 3D scatter plot to me. Here is an example of one of those. Is this what you had in mind?

<http://www.dfanning.com/tips/scatter3d.html>

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
