Subject: Basics of SHADE_VOLUME
Posted by Leslie Welser on Thu, 07 Apr 2005 18:20:33 GMT
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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. What I'm confused about is the isosurface I should choose. If I choose the value keyword of shade_volume to be the minimum value of my dataset, will it plot all of the points in the volume? I am not using the /low keyword, since it seemed that did not work at all, but I'm not sure I'm doing this correctly. Any suggestions would be appreciated. Thanks.

Thanks, Leslie Welser University of Nevada, Reno Physics