Subject: 3D rendering of a 3D binary structure
Posted by holgi0251 on Mon, 18 Apr 2005 09:24:35 GMT

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Hi,

is there a way to properly display a binary structure in 3D using IDL?

So far, I get only sub-optimal results that look like a thin outer
hull of the structure. A major drawback is that the hull it is broken
in many places and you can "look thru" it although the structure
actually is solid.

Best wishes,
Holger