
Subject: Re: obtaining modified data from object graphics
Posted by [David Fanning](#) on Wed, 26 Apr 2006 03:13:45 GMT
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Rick Towler writes:

> For volume data, maybe something like this will work:
>
> http://www.prl.ernet.in/~shashi/idl_info/Morisset/pro/turn_3 d.pro

Here is a recommended volume rotation algorithm:

http://www.dfanning.com/math_tips/rotvolume.html

Cheers,

David

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