
Subject: ComputeMesh Problem.

Posted by [spidersapiens](#) on Fri, 16 Jun 2006 18:46:21 GMT

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I tried to create a surface view from a set of cardiac data. I read David's article (http://www.dfanning.com/graphics_tips/mesh.html) and used ComputeMesh function from IDLgrROIGroup, which turned out to be pretty good. A 3D heart shows up perfectly just like the head in David's example.

However when I applied the same method to a brain dataset. It caused problem because, from my observation, the ROI of brain has many holes and cavities in it. But the result calculated from ComputeMesh always tries to connect some separate regions together which generated a very strange 3D model. Is there a way to work around this? I saw another person asking the same question before. Unfortunately, nobody's answered him yet.

Thanks,
