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Subject: Displaying isosurface- Hollow images

Posted by [nivedita.raghunath](#) on Wed, 12 Jul 2006 16:24:05 GMT

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Hello all,

I am trying to perform a surface rendering of a 3-D volume and am having problems in displaying the surface.

I used the shade\_volume procedure to get the vertices and polygons and passed these to the IDLgrPolygon object. When I display this, I see a hollow image (almost as if an edge detection algorithm was run on it !)

When I display through xobjview it shows me the right image. Without using xobjview, how do I display a complete, 'filled' image ?

Have tried all kinds of options !!!

Thanks in advance.

~Niv

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