
Subject: Re: Displaying isosurface- Hollow images
Posted by [nivedita.raghunath](#) on Sun, 16 Jul 2006 15:13:37 GMT
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Thanks Karl. The problem was w/ the zclip parameter (had to set it to a large value in order to see the entire volume).

Karl Schultz wrote:

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> On Wed, 12 Jul 2006 09:24:05 -0700, nivedita.raghunath wrote:
>
>> 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.
>
> It is hard to say what is wrong without seeing all the code you used to
> display the IDLgrPolygon object without using xobjview.
>
> Are you using the same IDLgrPolygon object in your scene AND for xobjview?
> With the same property settings? It almost sounds like you have different
> STYLE property settings for each case, which shouldn't be happening if you
> are using the same grPolygon object.
>
> How about the QUALITY setting in your grWindow? If set to 0, the polygon
> will draw as a wireframe instead of solid.
>
> Do you have any IDLgrLights in your scene?
>
> The problem could be any of the above. We could help more if we see some
> code.
>
> Karl
```
