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Subject: Rotating 3D image

Posted by [StevenM](#) on Fri, 13 Apr 2007 16:16:08 GMT

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Hi all,

I hope somebody can help. I am not very good with IDL (and seem to be getting worse!)

I am trying to write a function to store the maximum intensity projection of a 3D data set from various angles. So far I have managed to figure out (rightly or wrongly?)

using

scale3, xrange,yrange, zrange, ax=0 or 90 etc

```
mip=voxel_proj(data,/maximum_intensity)
```

gives me the mip at various rotations on the x-axis depending on the ax value. Now what I want to do is use a loop to cycle through various ax values and then store them in an array i.e. mip dimensions (640x512) and 10 different rotations about the x-axis would give newarray(640,512,10). This I could then somehow save as an Mpeg and so I would have a rotating movie!

thanks

Steven

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