Subject: 3D rendering procedures
Posted by hsiacc on Wed, 29 Nov 1995 08:00:00 GMT
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Does anybody know of efficient 3D rendering/ray-tracing procedure(s) for
IDL? We currently use render.pro from Lawrence Livermore Nat'l Labs
to do 3D rendering/reconstructions. It works great for small arrays
(200x200x40), but runs out of memory for larger arrays (640x480x10), and
slows down dramatically (the original author warned against using the
routine on a big data set). Our volume set is at least 200x200x100 with
volume fraction of around 0.30 and lots of irregular-internal surfaces.
Thanks.

Andy H.