Subject: Re: How to get an arbitrary sectional slice in 3D array ?
Posted by airy.jiang on Mon, 27 Aug 2007 09:09:06 GMT
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On 8 27 , 4 48 , Nianming Zuo <nianm...@gmail.com> wrote:
> Dear all,
>
> I have a 3D image stored in a 3D array myimg(x, y, z).
> How can I get an artitrary sectional slice image fro such a 3D array
> (Not only along x-, y- or z- direction).
> Namely, given an arbitrary plane with (point, normal_vector) in 3D
> space, which indicates
> that this plane goes through point "point" and normal vector is
> "normal_vector",
> we can easily get the image laied in this plane.
>
> Certainly, we can get the data in arbitrary plane by interpolation. I
> only wonder if
> there is an existing function in IDL ? (my version is 6.0)

So far as I know, IDL often define the plane use the plane function like:aX+bY=cZ+d=0.If you wanna use a plane to "cut" the 3d image array,you can try this method:Mesh_Clip.Maybe this link will be useful:http://www.ownearth.net/Forum/view.asp?fid=3&id=8 5.It's a chinese page,but I think that demo maybe useful to you,and the source code can be donwload from that page.If you have any questions you can contact me with the email.
Good Luck!