
Subject: Re: How to change the 3D visual angel?
Posted by [rtowler](#) on Mon, 07 Apr 2008 18:11:42 GMT
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On Apr 5, 7:53 am, FOX <20thfox...@gmail.com> wrote:

- > I use IDLgrVolume to plot volume data
- > but there is something wrong with the visual angel, no matter how i
- > rotate the model, the angel it's not good. i want to output the volume
- > as xvolume or ivolume's default visualization.
- > anything more than model rotate?

Yes, the dark angel of IDL object graphics is at work here ;)

This is a simple case of understanding OpenGL transformations which, because we expect things to move on the screen as they do in life, aren't intuitive. This is why I wrote an object graphics camera class which you should take a look at:

<http://www.acoustics.washington.edu/~towler/RHTgrCamera.html>

For simplicities sake, I recommend starting with camera__define.zip located at the bottom of the page. Using my camera class you'll be able to manipulate your volume more intuitively. If you wish to ultimately view the volume in iTools (I couldn't really tell from your email), you can modify the camera code to output the transformation matrix used to create the view you are interested in and then apply that to your model before passing it to the iTool.

-Rick
