Subject: 3D filled volume
Posted by Lemon on Wed, 16 Apr 2008 15:43:24 GMT

Hi there, IDL wizards!

I'm trying to create a filled 3D semi-circular arc, and I must know
all the voxels' retangular coordinates x,y,z.
Using equations, I could easily create a wireframe-like volume, but I
can't find a way to fill this volume...
The size of the volume is not necessarily an issue, because the
further calculations can be done by layers, but i'm thinking 128^3
voxels will be enough.
Oh, yes, and I'm clueless about object graphics...

Any ideas?

Cheers!

Paulo Simoes