
Subject: Re: 3D array from surfaces?

Posted by [Mike\[2\]](#) on Wed, 14 May 2008 13:43:44 GMT

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On May 13, 10:53 pm, Karl <Karl.W.Schu...@gmail.com> wrote:

> It isn't super clear to me either, and the only way I can make sense
> of it is if all the surfaces were closed, like spheres. Otherwise,
> you could have points that you could not decide are inside or outside.

I'll try to clarify: I've got surface models from a nice piece of commercial software that is very good at segmenting medical data. It creates a bitmask identifying points in the data that are inside the organ of interest and then saves the enclosing mesh as an stl file. I want to use the commercial software for the segmentation, but for my analysis purposes, I want the bit map, rather than the surface.

What I'm doing to calculate a bit map is

- 1 - load vertices from STL file
- 2 - for each plane in containing volume
 - find vertices on or near this plane
 - use region_grow and/or polyfillv to find inside points

This works well since there are many, many vertices in these models. I'll take a look at David's IDLanROI suggestion as well.

Mike
