Subject: Re: FLOAT images instead of BYTE ones from IDL Object graphics ?
Posted by Gianluca Li Causi on Fri, 23 Jan 2009 16:54:00 GMT
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> OK, two things. First, there is no requirement that the
> volume argument is required to be a byte array. A float
> array, scaled from 0 to 65535 works just as well in your
> example.

Yes you're right, it can be also a float.

> To *display* the data, of course, it has to be scaled
> into the range of 0 to 255, as all data does to be
> displayed in a graphics window of a normal, off-the-
> shelf computer. Naturally, the values you read *out*
> of the window will be in this range.
>
> The *particular* value you read back from the window
> is indicative of the shade of gray that was used to
> render that particular pixel. This rendering choice
> is a function of the color of the objects, the
> way the opacity table is being used to modify the
> value of the pixels, the composite function, and the
> lighting you are using on your model.

So, what can I do to automatically get a 0 to 255 full-range display
of my volumes where I can look through all the volume data?

As you see I'm still a newcomer in volume rendering...
Gianluca