
Subject: using irregularly spaced coordinates with ray-casting in iVolume

Posted by brian.niebergal@gmail.com on Tue, 10 Mar 2009 18:24:56 GMT

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Hello everyone.

I've seen a few similar posts to this one, but there doesn't seem to be a good (easy) answer that I can understand. :)

How does one use irregularly spaced (xyz) coordinates with the IDLgrVolume ray-casting volume renderer?

I haven't used any of IDL's 3D features before and so I'm kind of lost. Normally, using the "contour" command I would type something like:

```
contour,3Ddata_slice,dim_x,dim_y
```

where dim_x and dim_y are my irregularly spaced coordinates.

If it helps, my data isn't completely irregular, that is to say there is an equation that dictates the spacing between adjacent coordinate points (involves a step function half-way through the data though).

I realize the algorithm for accomplishing this with ray-casting is not trivial, but if anyone renders hydrodynamical simulations, using adaptive mesh refinement, they must also need this feature.

It seems this is related to why the "logarithmic axis" option in axis properties is greyed out?

Thank you,

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