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Subject: Re: is there a 3D equivalent of CONTOUR?  
Posted by [David Fanning](#) on Wed, 07 Oct 2009 16:05:08 GMT  
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Dorthe Wildenschild writes:

> I'm trying to use the ComputeGeometry function in 3 dimensions, but to  
> define my ROI, I need to outline (contour, or at least that's how I do  
> it 2D) my objects - and they're 3D. Any suggestions out there?

ISOSURFACE?

Cheers,

David

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David Fanning, Ph.D.  
Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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