
Subject: is there a 3D equivalent of CONTOUR?

Posted by [dorth](#) on Wed, 07 Oct 2009 12:12:18 GMT

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Hi,

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?

Thanks,
Dorth
