
Subject: Rendering a 3D Volume in IDL

Posted by [Amara Graps](#) on Wed, 02 Oct 1996 07:00:00 GMT

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IDL Folks,

I am interested in rendering a (sparse) 3D data set to create a 3D volume, which I can then "slice and dice." My data set is simply a (256,256,1400) floating point array. The first two dimensions are x and y, and the third dimension is the z axis.

I tried using `shade_volume` and `polyshade`, and either through my 'user' error of not knowing how these functions worked, or through the fact that my data set is sparse, these functions always produced nonsense or else returned an error. I experienced similar frustration with the `voxel_proj` function.

Does anyone have a simple example showing how to render a 3D volume, or at least can give some pointers? I followed the example in the Volume Visualization chapter of the IDL Basics book just fine, but I couldn't do the same for my data set :(.

My (temporary) solution was to use the IDL Slicer and make the cuts through the z plane be fairly transparent. The results look pretty nice, but it is still not a 3D volume.

See:

<http://quake.stanford.edu/~amara/powspec3d.html>

to get an idea of what my data set is like and my temporary solution.

Thanks in advance,

Amara

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"Never fight an inanimate object." - P. J. O'Rourke
