Subject: Re: MIP from BMP Images
Posted by Wout De Nolf on Wed, 06 Jul 2011 16:57:00 GMT
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On Wed, 6 Jul 2011 09:10:27 -0700 (PDT), M R <manisha.rkp@gmail.com>
wrote:

> I am fairly new to IDl and trying to learn.
> I have a series of 255 bitmap images in a folder.I have to create a
> rotating MIP from these images. Each image is of the size 2216 X 1254.
> I cannot use read_bmp (as mentioned in IDL Help 8.1 as each line
> should be evenly divisible by 4). I am trying to create a 3D array of
> the size (3000 X 3000 X 500) in case the image size and number of
> images change for each data set. How should I go about addressing this
> issue of loading images into IDL? I will be using FOR loop to build
> the MIP. I haven't yet thought about rotating the MIP. Any help,
> suggestions, advice is greatly appreciated. Thank you!

Not an expert in this but:

1. read_bmp works for me:
IDL> write_bmp,'c:/tst.bmp',bytarr(2216,1254)
IDL> help,read_bmp('c:/tst.bmp')
<Expression> BYTE = Array[2216, 1254]

2. Use read_bmp in a loop just as you suggested. If you run into
memory issues, use CONGRID or REBIN to make the images smaller before
adding them to the stack. If all images are of the same dimension in 1
dataset, why do you need to convert them to 3000x3000?

3. Checkout XVOLUME_ROTATE+XVOLUME for MIP. Maybe also iVolume and
xslicer helps?

I must say I was never convinced by IDL's 3D rendering/handling. I
think products like Avizo and VGStudio MAX are more appropriate.