
Subject: Re: volume() for function graphics?
Posted by [dg86](#) on Fri, 19 Oct 2012 10:45:13 GMT
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On Saturday, September 8, 2012 7:12:12 AM UTC-4, David Grier wrote:

> Dear Chris,
>
>
>
> Your volume() function is just what I wanted, even if it lacks documentation and has plenty of
quirks. For others who might be
>
> interested in using function graphics to make publication-quality
>
> volume renderings, my big breakthrough was realizing that I could
>
> learn about the volume object's properties with the useful but
>
> apparently undocumented itpropertyreport procedure.
>
>
>
> v = volume(...)
>
> itpropertyreport, v.gettool(), igetid('volume')
>
>
>
> This reports what properties are available and how to set them.
>
> For instance
>
>
>
> isetproperty, 'volume', interpolate = 1, _render_quality = 1
>
>
>
> I'd never have guessed the leading "_" for setting the render_quality
>
> otherwise.
>
>
>
> One quirk is that I couldn't add a colorbar object to a volume in
>
> an obvious way. Instead, I created a window object using the 8.2
>

> window() function and placed the volume and colorbar objects into that.
>
>
>
> All the best,
>
>
>
> David

I'm putting in another plug for the volume() new-graphics wrapper around the IDLgrVolume object. IDL's volumetric rendering capabilities really are very good, and Chris Torrence's partial implementation already is very useable. For what it's worth, my group has a figure rendered by this routine on the front page of Physical Review Letters today
(<http://physics.aps.org/synopsis-for/10.1103/PhysRevLett.109.163903>).

All the best,

David
