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Subject: Re: Slicer

Posted by [David Foster](#) on Mon, 24 Feb 1997 08:00:00 GMT

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Christian Ammon wrote:

>  
> What I want to do is loading about 60 2d-images (tiff-formated or gif) into IDL and  
> combining them to a threedimensional array. After this I want to get some slices out of  
> it. I already used the slicer.  
> Now I got some questions:  
>  
> 1.) How can I transfer the images to IDL and combine them to a 3d-array?  
> 2.) Is it possible to take slices depart 90 degree, e.g. 45 degree?  
>

In regards to #2:

You can use the IDL routine `EXTRACT_SLICE.PRO` to extract a slice at any orientation within the 3D volume. However, this routine assumes that the voxels are isotropic (the same size in all three dimensions), so if the interval of your slices in the Z dimension is unique you get very distorted images.

I've written a `RESLICE.PRO` routine that extracts slices from a volume, taking into account the spacing between images. Let me know if you'd like a copy (offer open to anyone).

Dave

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