
Subject: Re: 3D volume Visualization

Posted by [David Fanning](#) on Thu, 05 Dec 2013 00:39:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Amin Farhang writes:

> Thanks for your answer. but now the question is how we could paint a 3d isocontour to a desired color? for instance in below example is it possible to color the cloud to red? and how I could add axes to plot?

>

> IDL> RESTORE, FILEPATH('clouds3d.dat', SUBDIR=['examples','data'])

> IDL> SHADE_VOLUME, clouds, 0.1, v, p, /LOW

> IDL> s = SIZE(clouds)

> IDL> SCALE3, X RANGE=[0,S[1]], Y RANGE=[0,S[2]], \$

> IDL> Z RANGE=[0,S[3]], AX=0, AZ=45

> IDL> TV, POLYSHADE(v, p, /T3D)

This is **really** hard to do in direct graphics. Wouldn't you rather do this in the true 3d coordinate system of object graphics? It would be so much easier. Plus, you could rotate it to your heart's content.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
