Subject: Re: MRI volume visulization
Posted by davidf on Thu, 24 Apr 1997 07:00:00 GMT
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S. Partovi writes:

> i admit to being a novice.

Oh, no. Here comes trouble. :-)

> i am trying to visualize 92 MR brain slices as a volume (eg. surface
> map) on a pentium pro, running NT 4.0, and IDL 4.x
>
> the catch is, i am hoping (dreaming?) that i can rotate the volume
> interactively, or near-interactively. any ideas if this is possible?
> even just a yes / no would be appreciated so i don't waste time (or
> waste newgroup space).

I can tell I am getting old when it is the yes or no questions that
give me the most trouble!

Well, Dr. Partovi, it *depends*. Do you mean rotate it with two
or three degrees of freedom, backwards and forwards, like the
spinning tea cups in AVS? Then, no, probably not. Especially
with IDL 4. And not as a novice. :-)

But if you mean you want it to *look* like it's rotating at
the beck and call of a user with one or perhaps two degrees
of freedom, and you don't have moral qualms about performing
some programming slight of hand, then *perhaps* you could
work something out. (You might have to take one of my
IDL programming classes.:-)

IDL 5.0 is suppose to help with this whole 3D rotation thing,
take advantage of the Open GL 3D acceleration, etc. My personal
observation of the released beta is that it seems just a tad
on the s-l-o-w side. I hear RSI is working hard to speed things
up and that the latest builds are faster. I hope so.

I guess I would suggest that if you have a little time you just
hang out and see what IDL 5 brings. In the meantime, plunge into
IDL. You might find another way to analyse that data without
making yourself dizzy. :-)

Cheers!

David

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