
Subject: Re: background settings with render function
Posted by [davidf](#) on Mon, 08 Sep 1997 07:00:00 GMT
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Obi Liehr writes:

- > how do I render objects with pvwave in a way that the resulting image
- > has got a white background?
- >
- > I've tried everything. Does anybody have got a solution?

It is hard to know what you mean by "render", but here is how I would render a 3D object (an MRI scan of the head) with a white background in IDL:

```
!P.Background = !D.N_Colors
LoadCT, 0
head = GetImage('head.dat. XSize=80, YSize=100, Frame=57)
Scale3, XRange=[0,80], YRange=[0,100], ZRange=[0,57]
Shade_Volume, head, 50, vertices, polygons, /Low
TV, PolyShade(vertices, polygons, /T3D)
!P.Background = 0
```

Cheers,

David

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