
Subject: better 3D surfaces ?

Posted by [Richard Tyc](#) on Mon, 20 Mar 2000 08:00:00 GMT

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I have been trying different methods for visualizing our MRI data in 3D and I prefer 3D volume rendering although it is very CPU intensive. I have been looking for a better shaded surface approximation of the data (2D slice data, typically 256x256 and 5-25 slices).

I have been trying the SHADE_VOLUME procedure
eg.

```
oHeadSurf = OBJ_NEW('IDLgrPolygon', color=[100,100,100], reject=1, $  
                    STYLE=2, SHADING=1)  
Shade_Volume, 3Ddata, 1, vertices, polygons, low=1  
oHeadSurf->SetProperty, data=vertices, polygons=polygons
```

But I notice my volumes always look like extruded slices from each data set, so in the z (or slice) direction, it is very "step like" with no interpolation in this direction.

Is there a better way of showing 3D data created from individual slices where the slice resolution is usually much less than the image resolution.

Thanks
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