Subject: Animating slicer3 output?
Posted by Rick Matthews on Tue, 14 May 2002 15:16:22 GMT
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I am rather new to IDL. I have generated 3-D isosurfaces using Slicer3. I would like to step through one rotation angle, saving each image for inclusion in a video.

Is there a way to automate the rotate/save cycle in slicer3? If not, can someone point me in another direction to achieve the same result?

I am trying to make a video showing a rotating isosurface.

Thanks.

Rick

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Subject: Re: Animating slicer3 output?
Posted by Paul Sorenson on Tue, 14 May 2002 21:43:54 GMT
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"Rick Matthews" <matthews@wfu.edu> wrote in message news:3CE12A46.89DDFC28@wfu.edu...

> I am trying to make a video showing a rotating isosurface.

Have a look at xvolume\_rotate. You can use that with xvolume\_write\_image to create an xinteranimate movie.

-Paul Sorenson

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