
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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