
Subject: reversing [near, far] for volume rendering
Posted by [Delia McGarry](#) on Tue, 14 May 2002 21:58:20 GMT
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Hi,
In an IDLgrVolume I want to switch the direction of the volume rendering, so that the rendered volume is displayed with the first z-slice near the viewer rather than at the back. Switching the order of the data is not an option. Does anyone know how to adjust the [near,far] or have any suggestions?
Thanks,
Delia

Subject: Re: reversing [near, far] for volume rendering
Posted by [Rick Towler](#) on Fri, 17 May 2002 19:20:20 GMT
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Since you didn't like Ronn's post and nobody else is taking a shot I'll venture a guess.

I don't typically work with volumes nor do I understand the details of their rendering but I don't think you can change the Z order of the volume rendering. The volume has to be rendered far to near so transparency is rendered correctly. But maybe I am misinterpreting what you are asking.

I think your only choice is to manipulate the data.

But then again, I am stretching here. Too bad Karl didn't chime in.

-Rick

"Delia McGarry" <mcgarry@nih.gov> wrote in message
news:3CE1887C.E6B86776@nih.gov...

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> the data is not an option. Does anyone know how to adjust the
> [near,far] or have any suggestions?
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> Delia
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Subject: Re: reversing [near, far] for volume rendering

Posted by [Karl Schultz](#) on Fri, 17 May 2002 23:20:06 GMT

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"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:ac3l61\$1u84\$1@nntp6.u.washington.edu...

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How about setting this property on your volume object::

ZCOORD_CONV=[0,-1]

If this causes an unwanted shift in the volume location, change the zero
to -Z, where Z is the length of the volume in Z.
