Subject: volume rendering in IDLgrVolume
Posted by Sebastian Loebbert on Wed, 18 Sep 2002 15:08:34 GMT
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Hi all,

I have some questions about the volume rendering algorithm used for IDLgrVolume:
- Is it true that the volume rendering algorithm used for IDLgrVolume is encapsulated in this class?
- Where can I find more information than in the idl reference manual on the algorithm used? What I am especially interested in is:
  -- How are multiple volume rendered (just stand-alone and than blended together or something more sophisticated)?
  -- Can I manipulate single viewing rays? Like setting different start/termination depths and getting a map of all termination depths?
- Can I somehow tell the IDLgrVolume to use another rendering algorithm? Would it be enough to derive a subclass from IDLgrVolume and override some function (if, which function, draw would be much work?)
- Is the code for IDLgrVolume and its renderer available (might save a lot of work to simply change it somewhat)

Thanks a lot in advance & best regards from sunny spain,

Sebastian

Subject: Re: volume rendering in IDLgrVolume
Posted by Paul Sorenson on Fri, 27 Sep 2002 02:38:43 GMT
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One example: IDL55\examples\demo\demosrc\d_volrendr.pro.

The brain visualization in that program is two coregistered volumes displayed using IDL's dual volume rendering capability. The displayed voxel hues are taken from a palette mapping of PET voxels, the displayed voxel color intensities are taken from MRI voxels, and the (initial) displayed voxel opacities are taken from MRI voxels.

-Paul Sorenson

"Sebastian Loebbert" <sebaaihb@peach.zrz.TU-Berlin.DE> wrote in message news:Pine.LNX.4.44.0209181707490.10378-100000@peach.zrz.TU-B erlin.DE...
> -- How are multiple volume rendered (just stand-alone and than blended
> together or something more sophisticated)?