
Subject: Shrinking Image

Posted by [pushyar](#) on Mon, 23 Dec 2002 18:10:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi..

I tried to create a sphere and then threshold the sphere. The image after thresholding appears to be smaller. i want it to be in the same size as the original 3D iamge. I'm not sure if i am scaling it down.

Please help me

Thanks,
Pushya

The code i wrote is attached below:

PRO createsphere

sphere = FltArr(40, 40, 40)

FOR x=0,39 DO FOR y=0,39 DO FOR z=0,39 DO \$

 sphere(x, y, z) = SQRT((x-20)^2 + (y-20)^2 + (z-20)^2)

Shade_Volume, sphere, 16, vertices, polygons, /LOW, /VERBOSE

Scale3, XRange=[0,40], YRange=[0,40], ZRange=[0,40]

image = PolyShade(vertices, polygons, /T3D)

TV, image

sphere = bytscl(sphere)

threshim = sphere ge 50

help, threshim

threshim = congrid(bytscl(threshim),40,40,40)

;print, threshim

shade_volume, threshim, 20, v, p, /LOW, /VERBOSE

Scale3, XRange=[0,40], YRange=[0,40], ZRange=[0,40]

image1 = PolyShade(v,p, /T3D)

TV, image1

END
