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Subject: artifacts with volume rendering

Posted by [s\[1\]](#) on Wed, 26 Feb 2003 10:32:32 GMT

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Hi all,

under certain conditions, I encounter regular wave-like artifacts with volume rendering:

I render an IDLgrVolume, rotated a little bit around x and y axis, so that the top left front corner of the data set cube is about in the center of the rendered image.

-> Everything works fine.

Then I divide the data set into 8 sub-cubes of equal size and set all voxels in the top left front subcube to zero while not changing the others - that's like cutting this subcube out of the volume.

When I now render the volume, a wave pattern appears on the cut surfaces. The pattern varies when I rotate the volume, it disappears when the cut surfaces are orthogonal to the viewing direction.

When I set the BOUNDS of the volume to cut away half of it at the same position where one of the cut surfaces from the sub-cube was, I do not get these artifacts.

Does anybody have an idea what causes these artifacts and how to avoid them?

Thanks for all tips,

Sebastian

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