
Subject: Filling voxels with xyz point data

Posted by [stoker_j](#) on Wed, 05 Mar 2003 19:14:07 GMT

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Hi all,

My question involves voxels. What I have is x,y,z point data, and I want to convert those points into volumes. Ideally what I would like to do is create an empty voxel matrix where the voxels have a predefined size (e.g. 1x1x1), and "fill" those voxels with the point data. So for any voxel that has 2 x,y,z points in it, it would get a value of 2, while voxels that did not have any points would get a 0 or null. I have put the data into XVOLUME, but am not certain what it is telling me. I am lost when it comes to volumetric analyses. Any ideas? Any help would be greatly appreciated!

Cheers,

Jason
