Subject: Re: random slice through a volume of catscan data Posted by Sergey Koposov on Thu, 01 May 2003 18:32:48 GMT View Forum Message <> Reply to Message

Hello, Jeff,

I think, if your data volume is presented as 3-dimensinal array (i.e. your data is uniformly spaced), you can use the EXTRACT SLICE function.

Otherwise, (if your data is presented, for example, as 1-dimensional array with x,y & z coordinates) you can

1) define the function distance(x,y,z), which will compute the distance from the point to the plane

function distance,x,y,z

common plane ,A,B,C,D; on the assumption that A*x+B*y+C*z+D=0 return $(A^*x+B^*y+C^*z+D)/sqrt(A^2+B^2+C^2)$; define the plane end

- 2) Select the points for the slice by using WHERE indices=WHERE(dist(X,Y,Z) lt 1); where X,Y,Z are 1-d arrays of x,y,z coordinates
- 3) Image the necessary characteristics for X[indices], Y[indices], Z[..] with some interpolation (if you need of image, not of plot of points) (for example the function GRID TPS, and others (other functions are in the IDL Online Help, "gridding and interpolation"))

You can also make the interpolation for slicing in the beginning by means the GRID3 function (see also IDL Online Help, gridding and interpolation). And after that, you will can directly perform the imaging.

I hope my considerations will be useful. But I don't insist that my methods are optimal:) Cheers. Sergey

Jeff Nettles wrote:

> Hi All,

- > I have some CT data that I would be able to take randomly-oriented slices
- > through. (BTW, these are scans of meteorites, not people, in case you're
- > thinking that it doesn't make any sense why i'd want to do this.) My
- > approach so far has been to randomly select 3 sets of x,y, & z coordinates
- > so that i have three points that define a plane. Now I want to extract a 2D
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- > i'm going to have to do some interpolating since the slice won't always go
- > through entire pixels. What i'm hoping that i can get help with is:
- > 1) Is there by any chance a program someone has written (or included with

- > IDL) that can do this already? (I'm a relatively inexperienced IDL > programmer) > 2) If I'm going to have to code this myself, are there IDL functions that > would make this easier? I've looked at the WHERE function, but haven't
- > convinced myself that it will help. I know to try to avoid for loops as
- > much as possible so I'm trying to do that.

> 3) Any suggestions about a general approach to the problem would be very > helpful.

>

> Thanks for your time (and hopefully your help!),

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Subject: Re: random slice through a volume of catscan data Posted by Chris[1] on Thu, 01 May 2003 21:29:21 GMT View Forum Message <> Reply to Message

"Sergey Koposov" <astro@mccme.ru> wrote in message news:b8rp8h\$kie\$1@news.rol.ru...

- > Hello, Jeff,
- > I think, if your data volume is presented as 3-dimensinal array (i.e.
- > your data is uniformly spaced), you can use the EXTRACT_SLICE function.

>

Sergey - I'm not Jeff but thanks for the post, I happened to be puzzling over a similar problem (slicing up temperature distributions on the Scotian Shelf) when I saw your post. Saved me a good deal of aspirin:)

Chris

Subject: Re: random slice through a volume of catscan data Posted by Jeff Nettles on Fri, 02 May 2003 15:45:26 GMT View Forum Message <> Reply to Message

Sergey,

Thanks so much for the reply. I did indeed learn about the EXTRACT_SLICE function and am going through it now.

I think that you can actually use the ANISOTROPY keyword and use data that isn't uniformly spaced (mine isn't). But if not, your strategy makes sense to me.

So again, thanks so much! Jeff

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- >> Thanks for your time (and hopefully your help!),
- >> Jeff

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Subject: Re: random slice through a volume of catscan data Posted by Sergey Koposov on Fri, 02 May 2003 18:36:19 GMT View Forum Message <> Reply to Message

Jeff,

the keyword ANISOTROPY allow to get the slice for GRID with different steps for X,Y & Z axes, but I talked about method, which allow to get the slice for the more general situation - the situation with completely scattered points.

Cheers, Sergey

Jeff Nettles wrote:

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