
Subject: meshes and some irritations

Posted by [Karsten Rodenacker](#) on Fri, 12 Nov 2004 09:16:57 GMT

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After reading several entries in the news list concerning ISOSURFACE, SHADE_VOLUME, INTERVAL_VOLUME, MESH_... I am still a bit confused.

Look at the attached piece of code, where a 15^3 volume containing a 3^3 cube of value 100 is displayed using the mentioned idl routines with different values/isovalues/thresholds.

ISOSURFACE is displayed at $Z=0$, SHADE_VOLUME at $z=-4$ and INTERVAL_VOLUME at $z=+4$. Beside the strange volumes calculated, I had expected nearly similar results, ISOSURFACE does not follow SHADE_VOLUME as described in the help, in fact it is seemingly using INTERVAL_VOLUME, at least partially.

Maybe there are some experts to explain this behaviour.

However I have the impression that the graphics folks seem to have still a long way to find a common language.

Any help is appreciated

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File Attachments

1) [iso_test.pro](#), downloaded 84 times
