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 dispayed at Z=0, SHADE_VOLUME at z=-4 and INTERVAL_VOLUME at
z=+4. Beside the strange volumes calculated, I had expected nearly
simmilar 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 111 times