
Subject: Basics of SHADE_VOLUME

Posted by [Leslie Welser](#) on Thu, 07 Apr 2005 18:20:33 GMT

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Can someone describe to me the basics of using SHADE_VOLUME and POLYSHADE (in direct graphics)? I have a 3-d array which is (192,192,192), and I thought that using shade_volume would allow me to display the x-y-z grid along the 3 axes and then the magnitude of each particular point could be displayed as a color. What I'm confused about is the isosurface I should choose. If I choose the value keyword of shade_volume to be the minimum value of my dataset, will it plot all of the points in the volume? I am not using the /low keyword, since it seemed that did not work at all, but I'm not sure I'm doing this correctly. Any suggestions would be appreciated.

Thanks,

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