Subject: Re: Displaying isosurface- Hollow images
Posted by Karl Schultz on Wed, 12 Jul 2006 17:25:57 GMT

On Wed, 12 Jul 2006 09:24:05 -0700, nivedita.raghunath wrote:

> Hello all,
>
> I am trying to perform a surface rendering of a 3-D volume and am
> having problems in displaying the surface.
>
> I used the shade_volume procedure to get the vertices and polygons and
> passed these to the IDLgrPolygon object. When I display this, I see a
> hollow image (almost as if an edge detection algorithm was run on it !)
>
>
> When I display through xobjview it shows me the right image. Without
> using xobjview, how do I display a complete, 'filled' image ?
>
> Have tried all kinds of options !!!
>
> Thanks in advance.

It is hard to say what is wrong without seeing all the code you used to
display the IDLgrPolygon object without using xobjview.

Are you using the same IDLgrPolygon object in your scene AND for xobjview?
With the same property settings? It almost sounds like you have different
STYLE property settings for each case, which shouldn't be happening if you
are using the same grPolygon object.

How about the QUALITY setting in your grWindow? If set to 0, the polygon
will draw as a wireframe instead of solid.

Do you have any IDLgrLights in your scene?

The problem could be any of the above. We could help more if we see some
code.

Karl

Subject: Re: Displaying isosurface- Hollow images
Posted by nivedita.raghunath on Sun, 16 Jul 2006 15:13:37 GMT

Thanks Karl. The problem was w/ the zclip parameter (had to set it to a
large value in order to see the entire volume).

Karl Schultz wrote:
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