
Subject: How to get an arbitrary sectional slice in 3D array ?
Posted by [Nianming Zuo](#) on Mon, 27 Aug 2007 08:48:40 GMT
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Dear all,

I have a 3D image stored in a 3D array `myimg(x, y, z)`.
How can I get an arbitrary sectional slice image from such a 3D array
(Not only along x-, y- or z- direction).
Namely, given an arbitrary plane with (point, normal_vector) in 3D
space, which indicates
that this plane goes through point "point" and normal vector is
"normal_vector",
we can easily get the image laid in this plane.

Certainly, we can get the data in arbitrary plane by interpolation. I
only wonder if
there is an existing function in IDL ? (my version is 6.0)
