
Subject: 3D filled volume

Posted by [Lemon](#) on Wed, 16 Apr 2008 15:43:24 GMT

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Hi there, IDL wizards!

I'm trying to create a filled 3D semi-circular arc, and I must know all the voxels' rectangular coordinates x,y,z.

Using equations, I could easily create a wireframe-like volume, but I can't find a way to fill this volume...

The size of the volume is not necessarily an issue, because the further calculations can be done by layers, but i'm thinking 128^3 voxels will be enough.

Oh, yes, and I'm clueless about object graphics...

Any ideas?

Cheers!

Paulo Simoes
