
Subject: Quest for continuous 3D data manipulation
Posted by [John Edwards](#) on Tue, 13 Jun 1995 07:00:00 GMT
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I am working on 3D reconstruction of serial slice data. I have been using IDL to input slices, reconstruct missing slices, and do some processing. It seemed pretty quick and intuitive up to this point.

To get results out, I would like to be able to display and rotate the data in an approx 200 X 200 X 50 byte array.

SLICER seems a pretty laborious way to do this: manually redrawing every time you rotate, really vague probing, slicing, and whatnot. Still, it is better than nothing, and a good canned journal file would work for a while for demos.

Anyone know a better way to do the following? (It need not be IDL):

- 1) Rotate the array in real time. 'Rendering' is optional, blobs are fine.
- 2) 3D contouring (in association with #1) of various data values.
- 3) Make part of (or a second data) set semi-transparent (or wire mesh) to view data within.

Any and all help appreciated.

John
