
Subject: Re: Trouble exporting vector .eps file from ivolume

Posted by [penteado](#) on Tue, 13 Sep 2011 20:44:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Making a vector PS from a volume never even occurred to me. Is it even possible, given that PS does not have (I think) 3D coordinates, and transparent objects?

On Sep 13, 12:56 pm, Michael Bergamo <bergamo....@gmail.com> wrote:

> I've been trying to export my volume (in ivolume) as an .eps file, but
> I've been running into some trouble. My volume renders without an
> issue in ivolume, seen here:<http://i.imgur.com/bM5o8.jpg>. I can
> export to any other file type without an issue; I can even export a
> bitmap .eps, but I need the file to be in vector format. Just to show
> you guys what I'm looking at I took a screenshot of what happens when
> I export an .eps file in bitmap format and in vector format,
> respectively:<http://i.imgur.com/qZLBf.jpg>. It appears like the .eps
> file was cut short while being rendered, perhaps the postscript device
> is being closed too quickly or not being closed at all? A problem I've
> had in the past, but the code for the postscript device should be
> handled by itools in this situation, no? I've been exporting as you
> normally would (File -> Export -> To a file -> Window, etc). I've also
> tried Kenneth Bowman's ITOOL_WRITE_GRAPHIC_KPB program and Paulo
> Penteado's pp_itool_save program, both of which gave me the same
> output that I was getting before. Furthermore, after playing around
> for quite a bit I've found out that if I go Operations -> Volume ->
> Interval Volume, render the graphic, and export to vector .eps it
> works fine so I must be doing something wrong between my call to
> ivolume and trying to export the .eps. My call to ivolume is very
> simple:
>
> ivolume, volume, /interpolate, VOLUME_LOCATION=[5, 5, 5],
> BOUNDS=[14,10,0,16,14,8]
>
> I do a little manipulation (colorbar, color/transparency tables, etc)
> but I can't put my finger on the issue. I've done all these steps on
> both IDL 6.3 and IDL 7.1 but without any luck. Any ideas you could
> throw my way would be greatly appreciated.

Subject: Re: Trouble exporting vector .eps file from ivolume

Posted by [Kenneth P. Bowman](#) on Tue, 13 Sep 2011 21:12:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article

<f90ab46a-291c-4352-8ba8-fa1626046481@y39g2000prd.googlegroups.com>,
Paulo Penteado <pp.penteado@gmail.com> wrote:

- > Making a vector PS from a volume never even occurred to me. Is it even
- > possible, given that PS does not have (I think) 3D coordinates, and
- > transparent objects?

The iTools are supposed to be able to export PS output. Vector items like text and lines are exported as vector graphics. Rendered 3-D items like surfaces are exported as bitmaps.

That said, I have never been able to get it to work acceptably, so long ago I gave up and just export as PNGs. If I remember correctly, transparency of 3-D rendered objects was particularly broken.

Ken Bowman

Subject: Re: Trouble exporting vector .eps file from ivolume

Posted by [penteado](#) on Tue, 13 Sep 2011 22:11:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Sep 13, 6:12 pm, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:

- > The iTools are supposed to be able to export PS output. Vector
- > items like text and lines are exported as vector graphics.
- > Rendered 3-D items like surfaces are exported as bitmaps.
- >
- > That said, I have never been able to get it to work acceptably,
- > so long ago I gave up and just export as PNGs. If I remember
- > correctly, transparency of 3-D rendered objects was particularly
- > broken.
- >

I have exported simple shaded surfaces (from isurface), that were vector graphics, and the result was fine. But there were no transparencies or complications with lines that go around each other. I had problems with vectors in simple 3D line plots, because the lines in PS seem to just be drawn on top of each other, instead of respecting which is in the front. I do not know if this is a PS limitation or an IDL bug (though it is filed as CR 51003).
