
Subject: 3D voxel plots without polygons? (need advice)

Posted by [dave](#) on Tue, 16 Jan 1996 08:00:00 GMT

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Does anyone know the trick to plotting three dimensional data such that the intensity of a given data point $F(x,y,z)$ is represented as a small colored dot in the center of the cube that defines that particular volume element?

I want a display that will allow the user to "see through" the entire 3D image, meaning that most of every voxel must be transparent, with only a small part containing the actual information. Needless to say, opaque polygons connecting the vertices would obscure all inner layers of the image, but I can't figure out how to prevent IDL from plotting these.

If someone has solved this problem, I would appreciate any advice or code.

Thanks,

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