
Subject: Re: Fly through was Re: Cross-platform PWD
Posted by [davidf](#) on Thu, 04 Jun 1998 07:00:00 GMT
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I like Ding (biomedic@erols.com) more and more when he writes in response to some criticism:

- > You're right. I'm just bothered by a problem:
- > how to do the fly through in a 3D image data set?
- > Do you have time to help me?

Ah, you're right. In addition to yelling at Andy, I suggest you give the dog a kick too. :-)

- > RSI's IDL demo gave us a 'fly through' demo,
- > in fact, that is not fly through, it's fly over.
- > It use a 2D surface array to fly over it.
- > What I want to do is a 3D array, user can display
- > iso-surface or even volume rendering, then flying
- > through by mouse-guiding or a predefined path.
- > I think the basic thing is the same, to use
- > 3d graphics model, apply the translate, rotate, and
- > zoom ... methods... only thing I worry is that
- > the process could be very slow.

Well, do you have a fast machine and a 3D OpenGL accelerator card? Otherwise, I agree, it will probably be slow.

- > Has anyone already written similar codes? If you
- > dont want to share the code, please just tell me
- > whether it's tolerable in speed.

I haven't, but I'm willing to spend some time trying to figure it out if you like. Send me a few more details and I'll see what I can do. This will be a good test for my hot, new 400 MHz baby with the fast WRAM accelerator! :-)

- > Thanks David, Thanks everyone!

Thank you for being so gracious.

Cheers,

David

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Subject: Re: Fly through was Re: Cross-platform PWD
Posted by [biomedical](#) on Fri, 05 Jun 1998 07:00:00 GMT
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David Fanning wrote:

>
> I haven't, but I'm willing to spend some time trying
> to figure it out if you like. Send me a few more
> details and I'll see what I can do. This will be
> a good test for my hot, new 400 MHz baby with the
> fast WRAM accelerator! :-)

Dr. Fanning:

The application should be similar to `d_flythru.pro`,
type `d_flythru` under IDL prompt to test it.
The only difference is :

`d_flythru` has two inputs:

- 1) a 64x64 binary array from `elevbin.dat` which is the surface array
- 2) a JPEG image as the texture image

My application will have only one input: a 3D array.

Thanks for your help.

Ding
