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

David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438
Coyote's Guide to IDL Programming: http://www.dfanning.com/

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