

---

Subject: Re: Iso -Surface in Object Graphics

Posted by [gabriel rodriguez ibe](#) on Fri, 02 Jul 1999 07:00:00 GMT

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

---

I would try to define 3d arrays of data for each of the isosurfaces you want to produce by using a WHERE(data EQ isosurfaceValue).

Then use the volume object IDL provides ('IDLgrVolume'), and probably think of displaying the result in a widget application that would let user rotate the view (sometimes it is easier to let the user choose how he wants to see the data rather than trying to find the optimal values a priori). Changing the HIDE property of the objects you'd be able to see whichever surface you wanted at a given time.

shearerm@my-deja.com escribi ½:

> I have a 3d array of data. I want to produce various iso-surfaces from this  
> data in IDL using object graphics.  
>  
> Cheers  
> Murray  
>  
> Sent via Deja.com <http://www.deja.com/>  
> Share what you know. Learn what you don't.

---