Oasis montaj How-To Guide

3D Voxel Utilities - Merge Voxels

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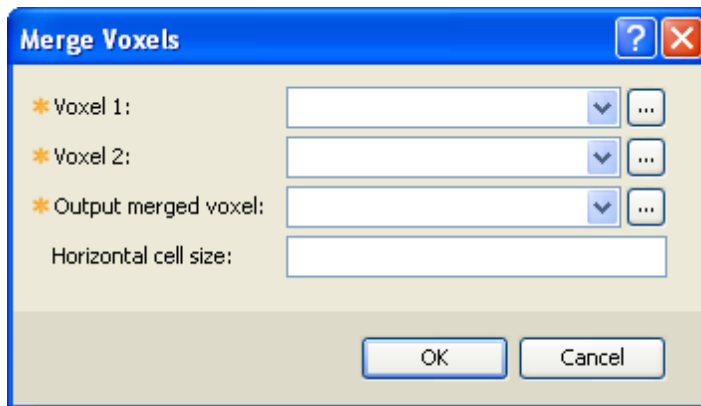
How to Merge Voxels

If two voxels overlap, they can be merged independent of their respective projections or the alignment and orientation of their voxel points. Prior to merging, when necessary, the second voxel is re-projected and re-gridded to align with the first voxel. If merging more than two voxels, select the primary voxel according to the desired projection and orientation and proceed with merging two voxels at a time.
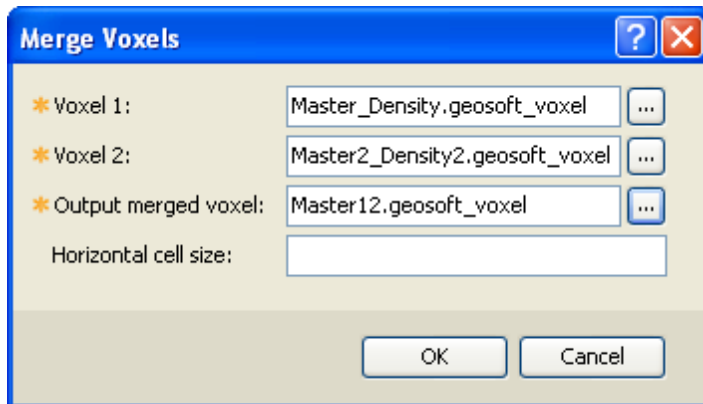
To Invoke the Merge Voxels Tool

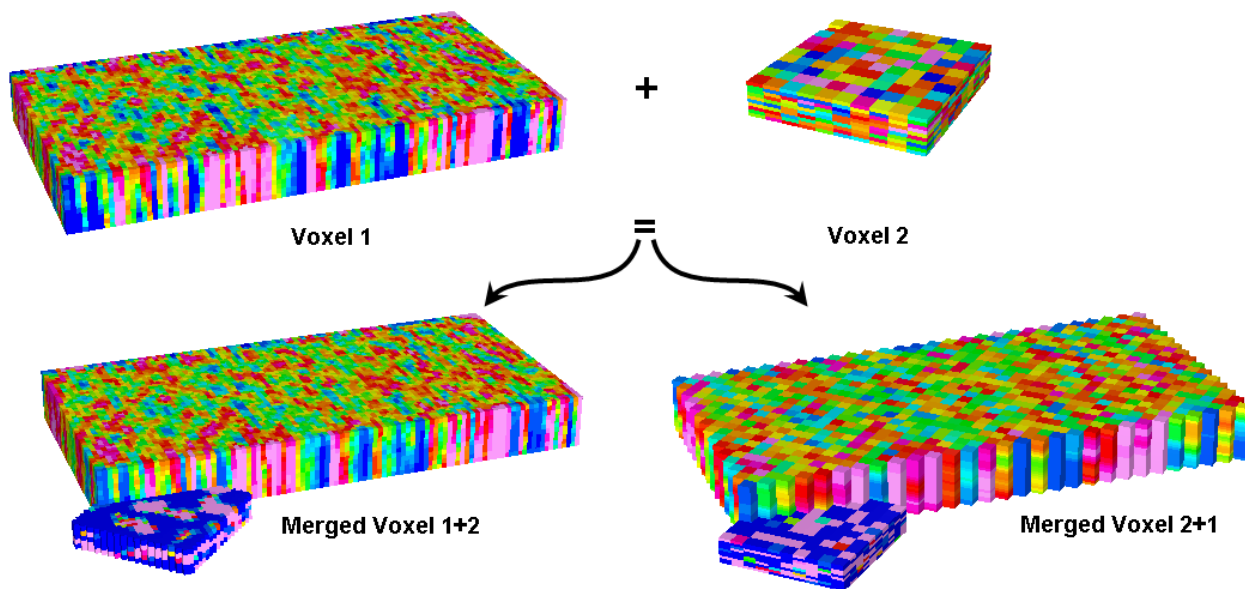1. From the *3D* menu, select **Voxel Utilities | Merge Voxels**.

   The *Merge Voxels* dialog opens.

2. Use the ⌗ button next to the *Voxel 1* field to select the first voxel. This voxel defines the projection and orientation of the merged output voxel.

3. Select *Voxel 2* in the same manner. This voxel will be aligned with the first voxel prior to merging.

4. Provide the name of the *Output merged voxel*. If the selected file already exists, you will be prompted to either enter a different name or overwrite the existing file.

5. You can optionally provide the output *Horizontal cell size*. If left blank, the minimum of the X and Y increment of the first voxel will be assumed on output.

6. Click **OK**. The merged output voxel will be displayed.

⚠   *If the second voxel extends beyond the first one and the first voxel has a variable increment in Z, the increment of the top/bottom two points of Voxel 1 is propagated out.*

⚠   *The Blend method uses a blending function over the volume of overlap so that the transition across the overlap from one voxel to the other is smooth. Points that do not overlap are not altered.*

⚠   *Where the edges of Voxel 1 and Voxel 2 cross at a single point, the average of the two point values is used. If there is a large shift between the two voxels, an overlap of one point will not allow for a smooth transition.*