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Subject: Re: Surface normals with shade\_volume  
Posted by [bowman](#) on Tue, 10 Feb 1998 08:00:00 GMT  
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In article <6bnvjk\$c1a@nx2.HRZ.Uni-Dortmund.DE>,  
olaf@alpha1.physik.uni-dortmund.de (Olaf Guennewig) wrote:

> Hi,  
>  
> Therefor I need the surface normals of polygons coming from the  
> shade\_volume IDL-routine. I need them for distinguish inner from outer  
> contours in the dataset.  
> So far as I know IDL is using the Marching Cubes algorithm for  
> building isosurfaces, so in principle it should be possible to get  
> the surface normals.  
>  
> Do you have any idea how to get the normals ??

The IDLgrPolygon object in the v5.0 Object Graphics system will return  
normals. I'm about to try to use the Tessalator object to convert the  
polygons to triangles.

Good luck, Ken Bowman

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