
Subject: Surface normals with shade_volume
Posted by [olaf](#) on Mon, 09 Feb 1998 08:00:00 GMT
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Hi,

I would like to write an IDL export tool for the STL-file format (stereolithography format for rapid prototyping).
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 ??

Cheers,
Olaf

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