
Subject: IDLgrPolygon again

Posted by [bowman](#) on Wed, 25 Feb 1998 08:00:00 GMT

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

Since I didn't get any response to my earlier plea, let me ask a different question.

Since object graphics does not appear to have a routine to find isosurfaces, it is necessary to use SHADE_VOLUME to find the polygons defining the isosurface. Has anyone successfully taken the output from SHADE_VOLUME through IDLgrPolygon to render the surface?

E-mail replies appreciated. Replace the AT with @.

k-bowmanATtamu.edu

Thanks, Ken Bowman
