I have a program that uses IDL object graphics to show a couple of
dozen 3D objects. The user can zoom in and out, rotate, and change
various parameters (eg, turning axes on or off). I'd like to make a
version of the program that does a red/blue or red/green stereo
version that requires 3D glasses. Does anyone have any advice or
existing programs that do this? A couple of initial questions:

Will I run into insurmountable problems if I try to have the same
objects contained in two different IDLgrViews? Doing so would allow
me to create and maintain just one copy of the couple dozen objects.
I don't know if it will create subtle internal problems to have the
same objects in multiple views.

If I do have just one instance of each object, how do I deal with the
colors? As far as I can tell the color of an object has to be
associated with the object, rather than with the view. But, I need
the objects rendered by one view to be a different color than the
objects rendered with the other view. I will experiment with having
all the objects be white, and adding colored lights to the views, with
the lights in one view being red, and the lights in the other view
being blue or green. Are there any other suggestions for how to do
this?

I've generally had trouble getting the view plane rectangle set up
correctly. In the current version of the program I used the set_view
procedure that comes with IDL, but I'll probably need more control
with the stereogram version. Does anyone know of any additional
documentation for dealing with the view plane rectangle other than
what comes with IDL in the 'Objects & Object Graphics' book?

Thanks for the help!

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Scott Stuart
stuart at ll mit edu