
Subject: Re: Lookin for VRML, DXF or IGES
Posted by [davidf](#) on Sat, 30 May 1998 07:00:00 GMT
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Daniel SAGE (daniel.sage@epfl.ch) writes:

- > I use the shade_volume and polyshade to create a 3D contour surface and
- > I would like to save the result in 3D vectoriel format, for example
- > VRML, DXF or IGES.
- > Does anyone have a IDL routine for that ?

I don't know if any IDL routines that do this. I do note that there is a new VRML object in IDL 5.1 which can output an object graphics hierarchy in the VRML format. Yet another reason to learn about object graphics. :-)

Cheers,

David

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