Subject: Re: object -> direct (colors)
Posted by Struan Gray on Thu, 05 Nov 1998 08:00:00 GMT
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David Fanning, davidf@dfanning.com writes:
> Struan Gray (struan.gray@sljus.lu.se) writes:
>
>>   There has to be a better way....
>>
>>   Take a look at the IDLgrVRML object. This lets you save a scene
>> as a VRML file which can be used by other 3D drawing programs (and, I
>> think, web browsers) to display the 3D graphics and, more importantly,
>> print them without rasterisation.
>   ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> Now, Struan, do you know this to be the case or are you speculating?

   I'm semi-speculating. A combination of doctoral students (those
well-known founts of wisdom) with no known reason to want to see me
crash and burn in public assure me that this is possible. Mind you,
one of them has recently fled to Japan.

   There are of course specialist CAD and VRML authoring packages
that read and write VRML files. Of the progams in regular use round
here, the Coreldraw 8 package includes a 3D modelling program that
reads and writes VRML files, and we currently get very nice colour
postscript output from our dye sub printer using 3D models constructed
in CorelDraw 7, so once we upgrade (and if the promises made in the
IDL and CorelDraw manuals are mostly correct) then what I outlined
should be possible.

   That said, I haven't actually tested this, so caveat browseur. I
am investing a decent amount of time in writing a crystal structure
modelling program for a course that starts in December so you can
expect keening ewails or aloof told-you-so's sometime before then.

> It's not nice to get our hopes up, you know.

   All progress depends upon the irrational man.

Struan