
Subject: Re: 3D Puzzle

Posted by [davidf](#) on Fri, 21 May 1999 07:00:00 GMT

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Kelly Dean (krdean@lamar.colostate.edu) writes:

> I have an idea to create a 3D puzzle with our global data set. I have
> selected the map projection and drew a triangle around the area I would
> like to keep. These triangles would be pieced together to form a 3D
> globe.
>
> But - how would I black out the area around the outside of the
> triangle?

Use PolyfillV to find the image pixels inside the triangle. All the pixels that are not inside are outside (probably want to make some kind of 0/1 mask, I guess). Set the outside pixels to 0.

Cheers,

David

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