
Subject: Re: 3D Graphics Question

Posted by [ronn](#) on Wed, 14 Jul 1999 07:00:00 GMT

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In article <Vrei3.3718\$8W3.1968@news.rdc2.occa.home.com>,

"H T Onishi" <htonishi@home.com> wrote:

> I am interested in creating a 3D display that contains a bitmapped
earth,

> orbiting satellites, and a few other types of objects. I would like
to

> animate the display, including a rotating earth, and I would like to
select

> different points of view, including one from onboard a satellite. Is
this

> reasonable in IDL? The host will be a reasonably fast PC.

>

> Thanks,

>

> Howard Onishi

>

>

David is right in that this is not "that" hard to do. In fact, I do
this all of the time for my clients. I just finished a small effort
where I displayed all the geostationary spacecraft around the earth
using object graphics. The user can zoom, rotate, pan etc.

Go to my website at www.rkling.com under the freeware tab. Download
the meshObjectDemo.zip file and you will be able to pull out the basic
building blocks that you need.

<begin advertisement>

Of course, if a consultant is in your budget I can knock this out for
you in a day or so.

<end advertisement>

Ronn Kling

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Ronn Kling

Ronn Kling Consulting

www.rkling.com

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