
Subject: Re: 3d-polar
Posted by [David Miller](#) on Thu, 28 Oct 1999 07:00:00 GMT
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Any hints on how to set up the 3-D cone polygon? Don't I need vertices in order to overlay an image?

Thanks,
Dave

David Fanning <davidf@dfanning.com> wrote in message
news:MPG.1281cb243322e5c7989920@news.frii.com...

> David Miller (millerdo@erols.com) writes:

>

>> I have a dataset collected using a scanning lidar (laser radar) looking
up

>> from the ground. The scan is conical. The data is in a 2-D array
(x-time,

>> y-range) and I want to 'overlay' the data on a 3-D cone to show how the
data

>> is in reality.

>>

>> Any suggestions on how to do this (using IDL of course)?

>

> I think I would do this in object graphics by creating
> the 3D cone as a polygon object. You could easily
> (one command) drape the 2D array onto the polygon
> object as a texture map. With object graphics you
> will have the added capability of rotating the
> object interactively in 3D space.

>

> Cheers,

>

> David

>

> --

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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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