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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