In article <MPG.1281cb243322e5c7989920@news.frii.com>,
  davidf@dfanning.com (David Fanning) wrote:
> 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.
>
If you want an example of how to do this go to my web site at
http://www.rlkling.com/freeware/objects.htm
and download the meshObjectDemo zip file. All the code you need is
there, and it is even commented!

-Ronn
--
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