
Subject: Re: Image plot on back wall

Posted by [raouldukey](#) on Tue, 23 Nov 1999 08:00:00 GMT

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In article <3835B8AE.8CF589CC@wellesley.edu>,
rfrench@mediaone.net wrote:

>

>

> raouldukey@my-deja.com wrote:

>>

>> IT WORKS!

>>

>

> Ok, I'm not going to let you guys off that easily! I've got to see an
> example of this so I can learn how to use the Z buffer, too! Can you
> put together a simple example of this new image plot on the back wall?
> Then the mere mortals among us can try to figure out the coordinate
> transformations and maybe help you avoid having to fiddle it by hand.
> I must say that David's (and Martin's) sample code for object graphics
> has got me quaking in my boots. I'm relieved to know that there is a
way

> to do this using direct graphics!

> Dick French

>

Ok....will try to get that done this afternoon. I have
been out of internet range *gasp* for the last few days.
As far as code that does this correctly, mine isn't going
to be what you are looking for. I just hacked up the
show3.pro code until I got it to project to a vertical
plane. Then I manually slid it back. The Z-buffer
is really easy to use, but the output is not that great,
as it utilizes the TVRD function. Therefore, the output
is on the same quality level as when you make a GIF or JPEG
in this manner - you get the basic idea, but things like
axis labels become unreadable.

Am I missing something here? Is there a way to make to
make the screen capture TVRD function, higher quality? Or
is it just limited by the pixel resolution. This might be
a stupid question, but does it help if I make the display
window bigger, plot the image, capture it with TVRD, and
then shrink the output GIF?

Ok...I had better stop wasting time, and get you some code to
examine. BTW, I have wasted a lot of time doing something
that I thought would be easy, so if anyone can do this correctly,

I will proclaim them super-genius of the world! (not a challenge!) ;)

Raoul

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