

---

Subject: Re: 3-d viewing again

Posted by [davidf](#) on Mon, 27 Mar 2000 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Steven Chetelat (CS) ([chetelat@csee.usf.edu](mailto:chetelat@csee.usf.edu)) writes:

> To which David graciously replied that I needed to dig into object  
> graphics (Thank you, David, but that's not what I wanted to hear :-P ;-).  
> So far I've gotten it to display, but not very well. It's just a couple of  
> blobs on my Window object. I can't seem to recreate the lighting  
> conditions and orientation that I had originally. Can anybody point me to  
> something which would allow me to get started? I remember when I  
> originally did it in direct graphics last year I had some of the same type  
> of problems, but I overcame them by playing with it. Unfortunately, I  
> don't know where to start playing with this...

Steve,

You obviously didn't see my later reply, in which I offered  
an example of how this could be done in object graphics. :-)

See this program on my anonymous ftp site:

[ftp://www.dfanning.com/pub/dfanning/outgoing/idl\\_course/poly\\_surface.pro](ftp://www.dfanning.com/pub/dfanning/outgoing/idl_course/poly_surface.pro)

Cheers,

David

P.S. I didn't make the draw widget 800 by 400 in this  
program, but I just tried it, and as I expected, it  
still looks pretty good. More than blobs, anyway. :-)

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)

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

Toll-Free IDL Book Orders: 1-888-461-0155

---