Subject: 3-d viewing again
Posted by Steven Chetelat (CS) on Mon, 27 Mar 2000 08:00:00 GMT
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Last week, I wrote:

> Hello all. I've got another problem to ask for advice with. I could
> probably muddle through entirely on my own, but I've learned I know just
> the wrong amount of idl to try to do that...I'd end up with unmaintainable
> code for sure. So here goes. My question has to do with viewing a
> surface. It's an isosurface of a binary 3d image. Right now I generate
> it with:
>
> shade_volume, new, .5,vert,poly, /low
>
> and display it with :
>
> scale3, xrange=[0,xr], yrange=[0,yr], zrange=[0,zr],ax=xa,az=za
> tv,bytscl(polyshade(vert,poly,/t3d))
>
> The angles and everything work fine, but the problem is that my x-axis
> is about twice as long as the other 2, and I'm displaying it in an
> 800x400 draw widget. The problem I run into is that as I change the
> angles, so that one of the other axes is oriented along the long edge of
> the display window, the view is scaled into the window and the result
> looks frighteningly comical. Is there a *really* simple way to fix this?
> If not, which approach should I use. There's a couple of hints I've
> gotten looking through the manuals and David's book, but I figured I'd see
> if anyone could tell me where to dig before I start digging...

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...

K-Bye,
STEVE!