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Subject: Re: plotting vectors in 3D

Posted by [Pavel A. Romashkin](#) on Mon, 06 Nov 2000 08:00:00 GMT

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Carmen,

I would not fall for that David's

- > You have at least an hour of IDL consulting sitting
- > in your account here. :-)

Just ask him to implement all that he wrote before:

- > First, I would do this in the object graphics
- > system, because at the end of the day, you will
- > want to rotate this plot to get the maximum
- > amount of information out of it. It is unlikely
- > to be saliently "visible" otherwise.
- >
- > I would probably create some kind of an "arrow"
- > object for myself, which would be subclassed on
- > a model object for ease of rotation and scaling.
- > The arrow would probably consist of a cylindrical
- > "shaft" and some kind of an arrow "head", both
- > constructed from filled polygon objects that I could
- > shade them with one or more light objects, to give the
- > scene some depth.

I think that for David that'll be about that promised hour worth of work, as he seems to have a pretty clear idea about it :-)

Cheers,  
Pavel

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