Subject: Re: Creating a sphere (Object Graphics)
Posted by Mark Hadfield on Mon, 29 Jan 2001 19:58:35 GMT
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"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.14df5c245842077c989d45@news.frii.com...
> Jason P. Meyers (jpm7934@cis.rit.edu) writes:
>
>> [snip]
>> I was a bit surprised to find that IDL doesn't have a 3-D sphere
>> function/procedure up its sleeve. Nor could I find one at Eric
>> Deutsch's IDL web search
>> [snip]
>
> Well, I'm sure this was a useful exercise in
> and of itself. But I think I might have had
> a look at the ORB object that comes in the
> IDL examples/objects sub-directory. :-)
>
> sphere = Obj_New('Orb')

Also look at the MESH_OBJ procedure. It helps you create a wide variety of solids of revolution, extrusions, etc. MESH_OBJ creates vertex & connectivity arrays with which you can then construct an IDLgrPolygon or IDLgrPolyline.

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>>
>> Anyway, I came up with the procedure listed below which produces 2-D x,
>> y, and z arrays which display a sphere. My problem is that while this
>> works for the most part, I can still see some seems and other
>> "imperfections" when I rotate the surface in Dave's program.
>> (http://www.astro.washington.edu/deutsch/idl/htmlhelp/index.h tml). Does
>> anyone know of a better way (or minor improvement) of making a "better
>> looking" sphere. I don't want to spend too much more time on this part
>> of my project. But if I could have a cool shining sphere, that would be
>> nice.
>>
>> Thanks in advance for any and all suggestions,
>
>
> There are other goodies in that directory as well.
> RSI has a history of supplying some fabulous,

> undocumented code. It's a fair amount of work
> to wade through it, but the effort usually pays
> off.
>
> In any case, you ought to have a look through
> this directory fairly soon after you start working
> with objects.
>
> Cheers,
>
> David
>
> P.S. Let's just say spending many needless hours
> writing IDL programs was *exactly* how I became
> knowledgeable about IDL. :-)
>
> --
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