
Subject: Re: True Color Image Manipulation
Posted by [davidf](#) on Mon, 02 Apr 2001 16:06:37 GMT
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Don J Lindler (lindler@rockit.gsfc.nasa.gov) writes:

- > Does anyone know a way to create a true color image using object graphics
- > such that the three
- > color planes can be manipulated independently (translation, scaling, and,
- > rotation in 2 dimensions).
- > In other words, I need each color (red, green, and blue images) in different
- > IDLgrModel objects.
- >
- > I was able to use IDLgrImage objects with the channel set ('ff0000'x for
- > red, '00ff00'x for green,
- > and '0000ff',x for blue). These IDLgrImage objects were added to three
- > separate
- > model objects. I was able to translate and scale each model separately but
- > not rotate them.
- > Rotation in 2 dimensions does not work properly for a IDLgrImage object.
- > Also this approach
- > has the problem that I need to supply all three color images to each
- > IDLgrImage object even
- > though I am only using one of them.
- >
- > I contacted RSI support and they first suggested using an IDLgrPolygon
- > object with the Texture
- > maps set to the images. This allows rotation in all three dimensions but
- > did not work. The channel
- > property of the IDLgrImage was ignored when used as a texture map and it did
- > not solve the
- > problem of supplying three images to each IDLgrImage object.
- >
- > I contacted RSI again and they suggested using a single IDLgrImage object
- > and performing the
- > image rotations manually with the ROT function and reloading the images into
- > the IDLgrImage
- > object with setproperty. This works but was 50% slower than just using
- > direct graphics instead
- > of object graphics.
- >
- > I would appreciate any suggestions or solutions.

I think you have pretty much covered the ground here.
But tell me again, what compelling reason do you have
to use object graphics in the first place?

Cheers,

David

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