Subject: Re: Optics simulation with IDL?
Posted by karri on Fri, 18 May 2001 11:11:30 GMT

On Thu, 17 May 2001, Mike wrote:
> xvolume? slicer3?

My need is some kind of ray-tracer. Most IDL volume tools can just build
3d objects with or without transparency. I sort of hoped that there would
be something available for doing ray-tracing as well. But I could not find
anything useful.

Time to start learning to use some Linux ray-tracer then...

> In article <Pine.LNX.4.21.0105171244420.12011-100000@twins.dna.fi>, karri
> <karri@dna.fi> wrote:
>> Does IDL have functions for visualizing how light travels through some
>> transparent plastic objects?

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Thanks,

Karri