
Subject: Re: IDL virtual reality (was 3D Object IDL)
Posted by [Rick Towler](#) on Thu, 09 Aug 2001 01:04:27 GMT
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"Pavel A. Romashkin" <pavel.romashkin@noaa.gov> wrote in message
news:3B71CF9C.BE64EAFD@noaa.gov...

> Rick Towler wrote:

>>

>> If you need them to cross at some focal point

>> (which I assume real eyes do) you will need to set the LOOKAT value to
some

>> point on the horizon (for example lookat=[0,0,-20])

>

> So, not just my eyes after a day at the computer are crossed behind the

> back of my head - [0,0,*-20*]?

> This makes me feel better :-)

Ha hahaha. That's why my head hurts at the end of the day |:-)

IDL OG uses a right handed coordinate system where +Z is coming out of the
screen. By default a IDLgrView places the viewer at some +Z value looking
back towards the axis on a vector [0,0,-1]. My camera does the same. So
the camera would be at some point say [0,0,10] looking along a vector
[0,0,-1] past the origin to [0,0,-20] off in the distance. You probably know
this.

So you must be giving me a hard time about how I was unconventional with
"eye space" coordinates and "world space" coordinates. Typically viewing
systems like my camera use LHCS's (or so the literature says) but I have
never used any other "camera" viewing systems and the way my camera
developed just seemed natural for IDL users.

-Rick

> Cheers,

> Pavel
