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Subject: Re: texture\_coord

Posted by [David Fanning](#) on Fri, 02 Nov 2001 17:30:07 GMT

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Pavel A. Romashkin (pavel.romashkin@noaa.gov) writes:

> As this thread became more and more technical, I am beginning to wonder:  
> isn't it easier to just create a temporary blank image that matches the  
> dimensions of the entire surface, then insert the sub-image into it,  
> then map it over the whole surface? Or does this just take all the fun  
> out of it?

While this might appear to be an easier solution, it not only takes all the fun out of a hyper-technical programming operation, it introduces a whole host of new problems that have to be solved. For one, reducing your image to the resolution of the surface will make that image awfully ugly. (I can't really think of a way to solve this limitation, to tell you the truth.)

Another problem would be matching the image to a particular location on the surface. This, presumably, is the whole point of putting the image on there in the first place. Getting the correspondence correct would be an awfully tedious process, it seems to me, and could only really be accomplished easily if the surface and image data had the same aspect ratio. Pretty rare in practice, I think.

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: [david@dfanning.com](mailto:david@dfanning.com)

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