
Subject: Re: DIRECT GRAPHICS VS OBJECT GRAPHICS

Posted by [Rick Towler](#) on Mon, 25 Mar 2002 05:09:28 GMT

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"Mukunda P Raju" <mpraju@eecs.umich.edu> wrote :

> Hello
> wether i really need VRML?..well..i basicall have HDF files
> containing some data sets and i need to get those onto 3dstudio max so
> that i can make a 3d simulation. And the guys at RSINC told me that VRML
> is the way to go. Could you suggest any better option. I hear dxf is also
> an option but im not sure what the file sizes would be. Is there a problem
> with VRML?. Whats the best option in this kinda scenario. But i guess
> answring me would require some info about 3d Studio.
> Thanks for any information you may be able to provide
>
> chao
> Muks

What sort of data do you have? Like Mark said, your initial attempt will probably not yield the desired results. I am guessing that you need to get the actual verticies into 3ds max. To do this you need to plot your data by creating an IDLgrPlot (or Polyline) object.

As for the VRML or DXF question... They both are ASCII format and will both be quite large relatively speaking but when you plot this correctly it will not be 17MB. VRML files are far easier to write in IDL but the IDLffDXF object is more powerful. If you just need to get the verts in, then VRML should be fine.

-Rick

> On Fri, 22 Mar 2002, David Fanning wrote:
>
>> Mukunda P Raju (mpraju@eecs.umich.edu) writes:
>>
>>> Hello...im new to IDL and looking into a program which deals with some
>>> direct graphics...PLOTS etc...I need to convert this into object
graphics
>>> so that i can write to a VRML file. Now...ive used the existing direct
>>> graphics code and written to a Z buffer and then wrote the resultant
2d
>>> array into a IDLgrPlot object and that into a Model and then into a
View
>>> and then drew the view in a VRML object. Is this ok? The resultant
VRML

>>> file im getting is like 17MB. Thats crazy...if i instead wrote it to a
.ps
>>> or a CGM file its only half an MB...is somthing wrong here?
HEEELPPPPPP
>>
>> I'm afraid VRML is so, like, the 90's. Are you *sure* this
>> is what you want to do!?
>>
>> Cheers,
>>
>> David
>> --
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>> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
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