
Subject: Re: DIRECT GRAPHICS VS OBJECT GRAPHICS
Posted by [Mark Hadfield](#) on Sun, 24 Mar 2002 21:42:55 GMT
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"Mukunda P Raju" <mpraju@eecs.umich.edu> wrote in message
news:Pine.LNX.4.33.0203222353510.24048-100000@harvest.eecs.u mich.edu...

> 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?

No. As I understand it, you've extracted a 2D image from the Z buffer, loaded it into an IDLgrPlot object (thus creating a very strange looking line plot) then rendered it to an IDLgrVRML object. This will not work. You could load the 2D image into an IDLgrImage object and render that. Then it might look more or less OK, but it would be a flat representation of your scene. Since you are going to the trouble of using a 3D format, I doubt that this is what you want.

If you want 3D scene in an IDLgrVRML file, i'm afraid you'll have to build it up out of Object Graphics commands. Object Graphics and Direct Graphics are completely separate systems. The only way(*) to pass information between them is to render the objects/commands in one system to an image then load it into the other. This is seldom useful.

(*) OK there may be one or two other ways, left as an exercise for the reader, but they're not very useful.

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