## Subject: Re: DIRECT GRAPHICS VS OBJECT GRAPHICS
Posted by Mukunda P Raju on Sat, 23 Mar 2002 07:18:06 GMT

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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

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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