
Subject: Re: DIRECT GRAPHICS VS OBJECT GRAPHICS
Posted by [David Fanning](#) on Sat, 23 Mar 2002 06:23:59 GMT
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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 something 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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David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

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