
Subject: Re: 3D Surface Problem

Posted by [Rick Towler](#) on Sat, 06 Apr 2002 07:06:04 GMT

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"Ken Mankoff" <mankoff@I.HATE.SPAM.cs.colorado.edu> wrote :

>
> I am using IDL Object Graphics to combine a Digital Elevation Model
> (DEM) with a photograph in an attempt to get a pseudo-realistic 3D
> view of a surface.
>
> I have it mostly working, but have a shear effect that I cannot get
> rid of... I do not fully understand this whole 3D viewpoint thingey.
> Also, my images shapes vary. Sometimes they cover a 1x1 degree lat/lon
> grid, other times its a 1x10 (it is not always two squares I am
> putting together, although the DEM and the image are always the same
> shape). Also, the DEM sometimes has a range of a few hundred meters,
> and other times a few thousand meters...

The image shape shouldn't matter as long as you have the correct texcoords and for the most part they look good. It looks like you might have a white background for your non-square images? Is that where the "noise" in the texture comes from or is that a rendering issue?

Where do you think the problem is? Can you render the object correctly and then you botch the transform? Or is the problem before you render a view? There could be a number of possible issues with your examples.

> Ideally, I would love a function to do this for me that is canned and
> pre-written. (I will give the author credit on the site, if you are
> interested in helping, let me know!). But I expect to have to code it
> up myself. Can anyone see from these images what I am doing wrong? If
> it will help if I give a code example, let me know and I will post
> that...

Please post some more detail or code.

-Rick
