
Subject: Re: Mapping an Image to a Polygon Object
Posted by [David Fanning](#) on Wed, 15 May 2002 18:53:30 GMT
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David Fanning (david@dfanning.com) writes:

> Brian Bell (sailfalmouth@yahoo.com) writes:
>
>> I need to map an image to be displayed on a polygon object. Can
>> someone explain to me how I can do this?
>>
>> I've tried using Texture_Map, but I can't get it to work properly.
>
> I think you have identified the crux of the problem: you
> have to get the Texture_Map to work properly. :-)
>
> The place I always get stuck is creating the Texture_Coordinates,
> which maps each vertex of each of the the polygons to a particular
> location or pixel in the image I'm trying to map. I don't think
> there is any particular way to do it. I stare at the documentation
> until I'm cross-eyed, try to touch my nose with my tongue, then
> plunge in and make mistake after mistake. After a couple of hours
> of this, I usually get something to work.
>
> Well, let's just say that's my method. I'd be happy to
> hear someone else's. :-)

Whoops! I forgot to mention that I wrote an article once about
how do to this on a surface. It might be of some help to you.

http://www.dfanning.com/ographics_tips/imgtex.html

Cheers,

David

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