
Subject: Re: mesh clipping

Posted by [Dick Jackson](#) on Mon, 26 Aug 2002 23:01:30 GMT

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Iyubo,

"Iyubo" <lzagorch@cs.wright.edu> wrote in message
news:akbask\$ggr\$1@mercury.wright.edu...

>

> I have three planes and a mesh. The mesh represents an object which I
want

> to cut with the planes and show either of the remaining parts (like

> thecutting planes of IDLgrVolume).

If I understand you correctly, you want to apply three general clipping
planes to a mesh and show what is left after the three cuts. (that's
what IDLgrVolume does, for any number of planes you might wish)

> To do that I clip the mesh to all of the planesand

> take the union of the remaining meshes, but it takes a lot of time to

> mergethem.

This part confuses me a little. I would suggest to start with the whole
mesh, clip with one plane, then clip the resulting mesh with the second
plane, then clip that resulting mesh with the third plane. It looks to
me more like an *intersection* of three sub-spaces than a *union*, but
it can be done sequentially like this, rather than combining separate
results.

Perhaps I've misunderstood, but I hope this helps.

Cheers,

--

-Dick

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