Subject: Re: Drawing 3D Objects properly
Posted by David Fanning on Thu, 05 Sep 2002 12:24:52 GMT

M. Katz (MKatz843@onebox.com) writes:

> I'm very comfortable with object graphics in 2D. Now I've started
> branching out into the 3rd dimension. (No, I haven't yet seen the new
> object graphics book.)
>
> Whatever I try, I can't seem to get solid-fill polygons to
> successfully "hide" or "block" another from view. With texture-mapped
> polygons it works. I've tried futzing with REJECT = [0,1,2], BOTTOM
> colors, you name it.
>
> I'm just drawing 6-sided, rectangular, 3D boxes. By changing the
> handedness of the vectors I can make the surface seem to disappear in
> an undesirable way, but I can't get one surface to block another.
>
> Any tips?

Have a look at Chapter 6. :-)

As Ronn correctly points out, the problem is undoubtedly
in your connectivity array.

Cheers,

David

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