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Subject: Drawing 3D Objects properly

Posted by [MKatz843](#) on Thu, 05 Sep 2002 07:49:58 GMT

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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? This problem should be too simple for IDLgrVolume objects. I'd like to stick to IDLgrPolygon objects, if possible.

Thanks,

M. Katz

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