Subject: Re: Drawing 3D Objects properly
Posted by Rick Towler on Thu, 05 Sep 2002 15:51:30 GMT

Can you post a simple example using xobjview to display?

-Rick

"M. Katz" <MKatz843@onebox.com> wrote in message
news:4a097d6a.0209042349.663aca19@posting.google.com...
> 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