Subject: IdlGrPolygon - Intersection with planes and lines
Posted by Martin Downing on Tue, 19 Nov 2002 18:25:29 GMT
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Hi all,

Has anyone written code they wish to share which will give the intersection of a polyon surface* with a 3D plane, and also the intersection of a polygon surface with a line (3d ray)?
One object graphics way to do the plane intersect could be to transform the object to map the plane of intersection onto the z = 0, then use a very small zclip range and the result would be given in image form, however I would very much like the "exact" geometric solution, i.e the intersect as a polyline for the plane and point(s) for the line (kind of graphics gems type stuff)

really not too keen to code this right now especially if its already done / half done!

regards

Martin

*typically represented as IdlgrPolygon
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