
Subject: Re: Using trackball to rotate an image
Posted by [Rick Towler](#) on Fri, 13 Dec 2002 01:12:37 GMT
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When you first posted this question I responded with a few methods using object graphics. If you want true 3d rotation of an image object graphics is your only option. Why don't you revisit my first reply and go from there?

-Rick

"Pushya" <pushyar@yahoo.com> wrote in message
news:39e6dba3.0212111209.45916d4e@posting.google.com...

> HI.

> I tried to rotate the 3D image instead of enclosing it in a cube and
> rotating the cube. I manage to rotate only the 2D surface. The steps i
> followed are:
> 1. Opened a file with Matrix - ixjxk
> 2. Displayed the 3D image with the Shade_volume and Scale3 function.
> 3. This 3D image obtained after step 2 (i.e. display purpose image)
> is used as an image for the trackball operation.
> 4. i used my mouse to move over that image and as a result i see the
> 2D displayed version rotating. i.e, it is a flat rotation not a 3D
> rotation where i can see the other side of the image.
> Can anybody tell me where i am wrong. I am not able to figure out
> where i am wrong. Please help me ASAP.

>
> Cheers,
> Pushya

>
>
>

> pushyar@yahoo.com (Pushya) wrote in message
news:<39e6dba3.0212022059.73dfe3ee@posting.google.com>...

>> HI..

>> I could rotate a cube using trackball in all directions. I want to
>> rotate a 3D image inside a cube. When i rotate the cube, the image
>> inside the cube should also rotate. I want to do this using trackball
>> object.
>> Can anybody tell me if there's a way to set the cube as transparent
>> and the 3D image inside the cube to rotate along with the cube?

>>
>> Please help me.

>>
>> Cheers,
>> Akhila.