
Subject: Re: Using trackball to rotate an image
Posted by [pushyar](#) on Wed, 11 Dec 2002 20:09:49 GMT
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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.