
Subject: Re: Using trackball to rotate an image
Posted by [pushyar](#) on Thu, 19 Dec 2002 15:52:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi..

I finally did it. Thanks a lot for ur help Rick.

-Pushya

"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:<[atbcbp\\$lca\\$1@nntp6.u.washington.edu](mailto:atbcbplca1@nntp6.u.washington.edu)>...

> 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.
```
