Subject: Re: 3d sphere revisited
Posted by Rick Towler on Mon, 30 Dec 2002 18:28:54 GMT
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"paul wisehart" <paul_wisehart@ssaihq.com> wrote

> Should/Can I be plot data to the sphere directly?

To continue David's thought the sphere *is* the data so I suppose you are already doing this ;)

> OR, should i just plot the data to the texture image
> and then re-apply the texture?

I see three ways of presenting information with your sphere:

Modifying the sphere verticies. An example would be adding relief to your sphere to depict the variations in elevation of a planet. There is an example of this in the "What's new in 5.5" .pdf.

"Overplotting" the sphere. Create additional IDLgrPolyon or IDLgrPolyline objects with verticies whose radius values are slightly larger than your sphere such that they appear to float on the surface of the sphere. An example would be creating an IDLgrPolygon object of the continents. You could add IDLgrPolyline objects representing rivers, roads, borders.... Use shape and .dxf files to get this data into IDL.

Texturing. The more textures the merrier. You can add layer after layer of data by taking a series of bitmaps and combining them into a single texture. There are many ways you can combine the data but a place to start would be with the blending function used by IDLgrImage (see help on IDLgrImage::Init).

Determining the mix of approaches will depend on what you have and want to say.

-Rick