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Subject: Re: Nice Postscript output from shade-surf? Xsize in polylshade?

Posted by [geomagic](#) on Wed, 18 Jan 1995 20:39:07 GMT

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In article <3fjih9\$100@bartok.theo-physik.uni-kiel.de> solter@theo-physik.uni-kiel.de (C H Solterbeck) writes:

> I would like to get a good output in postscript out of the shade\_surf-routine  
> of PV-Wave. But if the device has scalable pixels, the output image has  
> dimensions less or equal to 512. This is not good enough.  
> How can I get a better resolution?

<proposal snipped>

I use the Z buffer and set the Z buffer size to obtain 300dpi pixels  
on our dye-sub printer.

1. Setup Z buffer with appropriate x and y sizes
2. Plot to the Z buffer.
3. Read the contents of the Z buffer as a image.
4. Plot the image to the Postscript device with appropriate x and y sizes.

I really wish that the user could specify the image dimension of the  
shaded surface directly for the Postscript driver. The current  
situation is not good.

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"We do custom earthquakes (for food)"

or

"Just more roadkill on the information superhighway"

