## Subject: 3d graphics
Posted by Dan Madeira on Sun, 23 Feb 2003 23:34:03 GMT

Hi all,

I'm doing a undergrad group project where we have to use IDL to code a
sterographic representation of the solar system. However we have no prior
knowledge of this language, and so we are a little bit stuck....

We have drawn four globes representing the Earth, moon, mars and the sun
using the `orb` procedure, and then used a for loop to translate the globes
according to a specified orbit, redrawing the view in both the right view
and left view widgets each time. However this results in a large lag between
each update, which ruins the steroscopic effect. Has anyone got any ideas of
a faster technique?

Also, we would like to have a globe, which is internally lit, representing
the sun. However when we placed a light source inside the orb, its surface
remained unlit though the other objects were properly lit. Is there any
simple way of solving this?

Cheers,

Dan Madeira