
Subject: Re: polyshade

Posted by [marc schellens\[1\]](#) on Thu, 17 Jul 2003 14:36:21 GMT

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>> is there a way to get out a mesh from the polyshade function?

>> Or another function/procedure which does this?

>

>

> I don't know what you are starting with here, but I've
> written an article about computing a shaded polygon from
> a series of ROIs (MRI image slices, in this case). The
> mesh was constructed with the ComputeMesh method of
> an IDLgrROIGroup object. Might give you some ideas
> anyway:

>

> http://www.dfanning.com/graphics_tips/mesh.html

I think I didn't express clear what I meant:

How I can get an image, showing a mesh instead of a shaded surface
from the polyshade or any other subroutine?

Of course you can use an IDLgrPolygon, but how to do it in direct graphics?

thanks,

marc
