
Subject: An object graphics problem

Posted by [gri](#) on Mon, 11 Aug 2003 10:53:37 GMT

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Hi IDL Experts

I'm new to IDL programming and am stuck. My problem is this:

I have a (360, 18) array of numbers which I can wrap around a sphere to display them with 360 cells of longitude and 18 cells of latitude.

I do this by using a spherical mesh_grid and wrap that around an IDLgrPolygon object using the original array as vert_colors having converted it to bytscl. This works fine. Then I draw a vector that starts at the sphere's centre and exits the sphere through one of the mesh_grid cells. I do this using IDLgrPolyline centered on [0,0,0] and make it long enough to come through the sphere. This also works fine.

Now I want to cut the sphere with a plane that is perpendicular to the vector and goes through the spheres centre and then be able to look down the vector and see the data around the edge of the newly cut sphere. Eventually there will be other spheres within the original, 60 of them in fact, so that eventually, I will be able to see 60 concentric circles about the vector that are colored according to the original array. Any ideas?

Thanks, Gethyn Lewis
