Subject: Re: An object graphics problem
Posted by Rick Towler on Mon, 11 Aug 2003 18:27:10 GMT
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"Karl Schultz" wrote in message...
>
> "Gethyn Lewis" wrote in message...

>> 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. Any ideas?
>
> You may want to take a look at the CLIP_PLANES property.
> It will be very easy to position a clipping plane at your
> origin and orient it as you describe. You can use this
> plane to clip the "front" half of the spheres and then you'll
> see the concentric half-spheres nested behind the clip plane.
> This might give you what you want if you want filled rings or
> bands. If you want really narrow rings, then maybe a second
> clip plane located a bit behind the front plane that clips
> almost the entire back half of the spheres might work.

If you are not going to be changing your clipping plane regularly you can also use MESH_CLIP() on your spheres in a manner similar to Karl's CLIP_PLANES method.

It will be a bit of a toss up. The MESH_CLIP approach will take a bit longer to build the objects to display but will probably draw faster than the CLIP_PLANES method. If you are going to be changing your clipping plane while you interact with the objects then the CLIP_PLANES method would be better since you wouldn't need to manage the vertex and connectivity data at all.

-Rick