
Subject: Re: graphics formats, triangulisation & coordinate systems

Posted by [Haje Korth](#) on Wed, 27 Aug 2003 20:47:47 GMT

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Neil,
triangulation can be a complex subject. I thought the web site
<http://www-2.cs.cmu.edu/~quake/triangle.html> was rather informative. There
is even some FORTRAN code to get the job done!

Haje

--

"Neil" <nasalmon@onetel.net.uk> wrote in message

news:74039481.0308271207.5525accd@posting.google.com...

> Does anyone know how i can convert files in the 3DS format into the
> OBJ format, or have a code that can do this. This are many object in
> 3DS format but i want to manipulate verticies and polygons, so i need
> to access the raw data.

>

> I also need to convert all polygons to triangles, is there a simple
> triangulisation code i can use. I work in IDL so could this code be
> used in the conversion. To take care of reflections i need to ensure
> all surface are plane by definition, so i would like to convert all
> otherwise polygons to triangles

>

> Which is the best coordinate system to operate in for computer
> graphics, right-handed or left-handed. I am inclined to use a
> right-hand coord system as most maths books use this.

>

> Also if i chose a particular system should i chose the z-coordinate as
> away (towards) the viewer or up (down). In know it is simple to
> convert, but i just want to use the same conventions as the majority
> of users.

>

> Many thanks,

>

> Neil
