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Subject: graphics formats, triangulisation & coordinate systems

Posted by [nasalmon](#) on Wed, 27 Aug 2003 20:07:14 GMT

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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 inclinded 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

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