Subject: Re: Simple 3D Visualisation
Posted by David Fanning on Wed, 17 Sep 2003 16:27:12 GMT

View Forum Message <> Reply to Message

Adam Rees writes:

> I'm trying to do something that I thought IDL would handle easily but I'm
> having real difficulties. I have a set of irregular 3D points (NB: no values
> at those points). I simply want to produce a 3D volume, most likely a series
> of polygons/triangles that this set of points defines. I've been using the
> idlgrpolygon command at present but am having trouble with the connectivity
> since the points are irregular, i.e. all the vertices are in the right
> places but the faces are all over the place. Does anyone have any ideas
> because I'm stumped?

It's always interesting to me what people consider
to be "easy" problems. But "here are a bunch of
3D points with no seeming relationship to one another,
so I want you to connect them up into something I might
recognize" seems pretty hard to me. :-)

I mean if you have 100 points, there must be nearly
!100 ways to do it wrong!

Cheers,

David

--
David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155