
Subject: An Interactively rotating 3D animation ?

Posted by [milan08](#) on Mon, 09 Feb 2004 14:50:51 GMT

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Currently, I am using XObjView to display a 3D icon (IDLgrPolygon) at different positions inside a volume. I take a snapshot of the icon at each position via XObjView_Write_Image and then stream the images together using XInterAnimate. The problem is I need this in the form of a 3D animation because I want the user to be able to interactively rotate the model as the icon is animating through the volume. Does anyone have some thoughts on how I might accomplish this?
