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Subject: Re: Object Graphics

Posted by [Michael Wallace](#) on Wed, 12 May 2004 18:36:32 GMT

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>> Secondly, is there something, anything out there which actually explains  
>> what's going on inside the object graphics system? Or at least does  
>> better than RSI's documentation? I've worked with graphics systems  
>> before, but never with something quite like this. It took a good 30  
>> minutes to figure out how to draw a single diagonal line. Oh, well.

>

>

> Aside from RSI's literature, the only book I know of is Ronn Kling's "Power  
> Graphics with IDL". This is a good introductory text.

I located this book, but I can't seem to find any information on it other than the book exists and you can buy it. What is the general community opinion of the book? Do you buy the book because it is the only one which covers object graphics? Or do you buy it because it is a very useful companion for the object graphics programmer?

Also, how old is the book? And the related question, how much has object graphics changed since it was written? Basically, how out of date is it?

> Object graphics is built on the OpenGL API. If you \*really\* want to know  
> what's going on inside you can read up on OpenGL. The "Red Book" is the  
> place to start. An older version, perfectly adequate for these purposes, is  
> available online:

I've done limited work with OpenGL and some with Java3D (which is Java wrappers above OpenGL), so I'm familiar with the concepts used in the graphics. My problem is that I'm having quite a time trying to figure out how IDL has "wrapped" the OpenGL underneath. The IDL -> OpenGL mapping is what I meant by wanting to understand "what's going on inside the object graphics system."

-Mike

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