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Subject: Re: Object Graphics fonts

Posted by [David Fanning](#) on Wed, 09 Jun 2004 21:51:52 GMT

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Michael Wallace writes:

- > Could you (or anyone else) explain a little bit about how object
- > graphics really work in this regard?

Ah, well, Karl is probably a better source than I am.

I will say this. I don't think you can learn everything you need to know about object graphics by reading the IDL documentation. :-)

I think you need to get a more informative source. I've found *Computer Graphics: Using Open GL* by F.S. Hill, Jr. to be useful. Sometimes it just helps to be a little more familiar with the vocabulary.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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