
Subject: Re: 3D images

Posted by [David Fanning](#) on Mon, 21 Jun 2004 13:39:26 GMT

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Timm Weitkamp writes:

- > If those images do not contain anything more than a binary image of a
- > cylinder, then the best is to forget Photoshop and do everything in IDL.
- > Like this, for example:

Or, a little more succinctly, you could do it in one
call to MESH_OBJ. :-)

Cheers,

David

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