
Subject: Re: implementing pre pritten routines

Posted by [David Fanning](#) on Sun, 20 Jun 2004 04:38:07 GMT

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Lafoz writes:

> I have two contours (images) one lies above the other one, and I'm
> trying to connect the two to form mountain looking thing. I hope that
> clarifies it a bit.

Ah, right. Forget that INTERPOLATE program you were given. :-)

Put your contours into an IDLgrROIGroup object, then use
the ComputeMesh method to create your surface mesh.

The steps are outlined in this article, which demonstrates
how to build a 3D surface from 2D contours:

http://www.dfanning.com/graphics_tips/mesh.html

Cheers,

David

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