

---

Subject: Re: Computer Graphics Question

Posted by [David Fanning](#) on Thu, 05 Aug 2004 04:03:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Craig Markwardt writes:

- > David, I think your problem is that you are working in normal
- > coordinates, but as you appear to be aware, this leads to unequal grid
- > spacing in the two directions (i.e. non-isotropic).
- >
- > I do not think that the SCALE keyword is enough for you.
- >
- > My guess is that the easiest thing to do is to convert to pixel
- > coordinates, do your rotation, and then convert back to normal
- > coordinates. The pixel coordinate system is isotropic, so you are
- > set.

Well, maybe so, but part of my excitement with this project was finally coming to some uneasy truce with the computer graphics mathematics involved. I finally felt like I was starting to understand something. (Or maybe it was just a bit of indigestion, I'm not really sure.)

Anyway, I'll give the ridged pixel thing a try. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

---