Subject: Re: a polygon version of polyline..
Posted by Mark Hadfield on Wed, 29 Sep 2004 23:54:32 GMT
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## George Millward wrote:

> Hi there,

>

- > I have a 3D object program which plots magnetic field lines (in 3D
- > space) as polylines. This is fine but I would like to change it so
- > that they are coloured 'tubes' polylines with a certain circular
- > cross section and a 'shiny' finish. The look I am after is the one
- > you often see with magnetic field topologies (Solar magnetic fields
- > models etc.)

>

- > Simple question is: does anyone know how to do this or could they
- > point me to a ready-made procedure.

Cool! I'm afraid you might have to write your own. The MESH\_OBJ routine does "cylinders" and "extrusions", but only straight ones, I think. A bendy tube will have the same connectivity as a straight one, but you're going to have to warp those vertex positions--ouch! MESH\_OBJ is written in IDL so you may get some ideas from the source code.

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