Subject: Re: Better plots with object graphics ?
Posted by David Fanning on Tue, 09 Nov 2004 13:47:56 GMT

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Klemens Barfus writes:

> When I started with IDL, I did that because I was not satisfied with
> three dimensional plots of other programms.
> The motivation was to generate plots of simulated cloud fields like you
> can see on the following page:
> http://de.geocities.com/klemensbarfus/
> This graphic has been produced by direct graphics of IDL.
> When I talked to an employee of Creaso - the german distributor of IDL
> on a conference, he told me to use object graphics to get better
> results. After this I bought the recommended book Power Graphics with
> IDL, hoping, that I would get sometime as nice visualisations as the IDL
>   examples.
> The question is now: before I start with object graphics, will I get
> better cloud visualisations with for example changing illumination etc ?

Well, it will depend to some extent on what kind
of programmer you are and whether or not you can
learn to use IDL object graphics. I would say, in
general, that the *potential* for getting better
visualizations is much higher with object graphics
than with direct graphics. Whether you can actually
create them or not is beyond our knowing.

> Or are object graphics in this case just useful for animations, when I
> want to turn the cloud field etc ?

No, they can be useful in many other ways, as well.

> What would be the basic object for these visualisations ? Cube objects ?

Possibly, if you are happy with what you had before.
But you might want to experiment with polygon objects and
texture mapping for something that more closely resembles a cloud.

> Or are there other predefined objects, which are more useful for such
> kind of volume visualisations ?

I think you might have to think about building an appropriate
object for your purposes. The object library supplies the starting
materials, but you are limited only by your imagination.

> I would like to get a kind of starting point for working with object
> graphics though I know, that it would perhaps be better not to start

> with 3D stuff :-)

Well, the minute you method the word "object graphics" you
are ensnared in 3D stuff. Just relax and enjoy it. It can be
fun if your deadlines are far enough out. :-)

Cheers,

David

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