Subject: Re: coordinates in threedimensional object graphics ?
Posted by Klemens Barfus on Mon, 24 Oct 2005 17:24:28 GMT

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Hi Rick,

its exactly the point you mentioned, that the object rotates out of the
view.
The volumes I want to visualize should fit all in the same way in the
view though they have different ranges in x, y and z direction.
When I rotate them around z and y axis I have to fit the viewplane_rect
to get for example a certain frame around the object.

Klemens

Rick Towler wrote:
>
>> I play around with object graphics and try to build a routine which is
>> able to visualize 3d objects of different sizes in th same way.
>
>
> XOBJVIEW does this. I believe there is an object-ified version
> available from the RSI user contrib library which probably adds a good
> bit of flexibility.
>
>> When I define the viewplane_rect and the zclip of my view, everything
>> works fine before I rotate the view. Then the coordinate system is not
>> the coordinate system of the defined axes anymore.
>
>
> I'm not sure exactly what your issues are. When you rotate the object
> does it rotate out of the view?
>
>> Is there an easy way to calculate the coordinates for viewplane_rect
>> and zclip from the coordinates of the rotated axes ?
>
>
> While there probably is a way to do this, you'd be working backwards. It
> is best to think of the view as fixed and (unless you are "zooming") the
> viewplane_rect as fixed. You operate on the objects contained within
> the view, manipulating their transforms to yield the desired results.
> So your question is regarding transforming your models in some way.
> Maybe you can add some details.
>
>
> -Rick