
Subject: coordinates in threedimensional object graphics ?

Posted by [Klemens Barfus](#) on Mon, 24 Oct 2005 08:47:23 GMT

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

Dear list members,

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.

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.

Is there an easy way to calculate the coordinates for viewplane_rect and zclip from the coordinates of the rotated axes ?

Thanks for your help in advance !

Klemens
