## Subject: Re: Constructive Solid Geometry Posted by Jo Klein on Fri, 03 Feb 2006 10:16:25 GMT

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Hi Arko,

Maybe I'm not quite getting what you mean, but the intersection of the two spheres in volume space would simply be computed as intersection=sphere1 and sphere2

provided that you've got binary volumes for the two objects.

Re surfaces, you might want to have a look at the newsgroup archives. If you google surface intersection idlgrpolygon, you'll find an answer to a similar problem.

Cheers,

Jo

## Arko Lucieer wrote:

- > Hi,
- > I am new to IDL and I was wondering whether it is possible to perform
- > 3D Boolean operations (union, intersection, etc.) in IDL, which is
- > otherwise known as Constructive Solid Geometry (for examples see:
- > http://en.wikipedia.org/wiki/Constructive\_solid\_geometry). I'd like to
- > intersect two 3D spheres and extract the intersection of the spheres as
- > a separate 3D object. To make it slightly more complex, an intersection
- > of two isosurfaces would even be better for my purposes. I have trawled
- > through the IDL documentation and I don't think there is an out of the
- > box solution, but maybe someone here knows of a solution?
- > Thanks!
- > Arko

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