Subject: Shaded cylinder in 3D with IDL
Posted by Ramon Oliver on Wed, 15 Nov 1995 08:00:00 GMT

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I'm trying to plot a cylinder in 3D but can't get anything that looks fine.
I've tried using surface, shade_surf and shade_volume, but the front and back
faces of the cylinder seem to interfere with each other and the result is a
shapeless "thing". Drawing only the front face or the back face is ok.

Anybody solved this problem before or know how to deal with it. Cheers,

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