
Subject: Re: Suppose this...

Posted by [Rick Towler](#) on Thu, 24 May 2007 22:34:51 GMT

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Ahhh, the pimento problem. Makes me think of that little bit with Nigel Tufnel complaining about the deli tray before the show in Cleveland... (<http://www.imdb.com/title/tt0088258/>) I'm still waiting for a renderer that provides z-order independent alpha blending but until then you certainly can do this.

If you are simply going to be rotating the globe (similar to my camdemo_examine program) you can cheat, the semi-opaque earth surface doesn't have to be transformed. Just transform the coastlines, cities, and your mace.

You can actually cheat for a number of cases but if you **really** need to rotate the earth orb you'll need to slice your outer orb up into 4 quarters using MESH_CLIP (Your task is easier since you'll not be texturing your outer globe.) Then you dynamically order the quarters so the proper rendering order is maintained.

-Rick

David Fanning wrote:

> Folks,
>
> Alright, suppose this.
>
> Suppose I wanted to build a 3D transparent globe, with
> continental outlines, major cities, etc. displayed on it.
> And suppose I wanted to stick a sphere in the center of
> the globe with pointy bits sticking out of it. (Think of
> of those medieval weapons that the Visigoths swung from a chain to
> bash in the skulls of their enemies.) I'd like to see where the
> pointy bits stick out of the globe. (Please don't ask
> me why.)
>
> Would IDL be the software you would use to do this?
> Would I run into the "pimento problem" with the back
> side of the globe?
>
> Just thinking out loud. :-)
>
> Cheers,
>
> David
