
Subject: Re: Suppose this...

Posted by [Vince Hradil](#) on Thu, 24 May 2007 19:56:09 GMT

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On May 24, 12:38 pm, David Fanning <n...@dfanning.com> 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
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

How about POVRay?
