
Subject: Re: Suppose this...

Posted by [cgguido](#) on Thu, 24 May 2007 19:14:19 GMT

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

On May 24, 1:38 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?
>

I have only started playing around with it, but perhaps VRML (virtual reality markup language) could do the trick...

Don't have any particularly insightful links to share beyond the first few hits on g00gle though :-(

Gianguido

PS: Let us know what you find out about it! Sounds interesting!
