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Subject: Suppose this...

Posted by [David Fanning](#) on Thu, 24 May 2007 17:38:27 GMT

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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 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

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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