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Subject: Re: Suppose this...

Posted by [warner.pete](#) on Fri, 25 May 2007 19:09:46 GMT

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On May 25, 9:13 am, kBob <KRD...@gmail.com> wrote:

> How about the new IDLgrShader Objects in IDL 6.4.

>

> It supports the OpenGL Shading Language, which has plenty of

> White, Red, Green, and Orange Books to get you started.

>

> Kelly Dean

> Fort Collins

>

> On May 24, 11:38 am, 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.")

Hurray, an opportunity to link back to what I consider my most useful post:

<http://tinyurl.com/27h4fl>

That contains some code that should create a wireframe globe of the

continents. I've used it with a solid sphere with a slightly smaller diameter to create a functional globe model. It was my first object graphics project though and I'm sure there are better ways to do it.

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