
Subject: Re: 3D array from surfaces?

Posted by [Rick Towler](#) on Tue, 13 May 2008 23:52:17 GMT

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Mike wrote:

> On May 13, 1:00 pm, David Fanning wrote:

>

>> Maybe you can get some inspiration from this article:

>>

>> http://www.dfanning.com/graphics_tips/mesh.html

>

> Yep - That is just the opposite of what I want to do. What I'm

> looking for is the inverse of Shade_Volume. I suppose this really

> boils down to finding the intersection of a plane and a mesh

> surface... I'll mull it over tonight and see what comes up...

I have to admit that I am a bit confused as to what exactly you need but you'll probably want to look here:

<http://www.realtimerendering.com/int/>

My guess is that you'll want to sweep a plane orthogonal to the z axis from min(z) to max(z) testing for tri/plane intersections. Looking at that page, the code for tri/plane intersection testing isn't online but there are at least a few for tri/tri so you could simply use one of those and make the one tri really big.

HTH's

-Rick
