Subject: Re: 3D array from surfaces?
Posted by Mike[2] on Tue, 13 May 2008 21:47:03 GMT

On May 13, 1:00 pm, David Fanning <n...@dfanning.com> 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...

Mike