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Subject: Re: 3D Objects

Posted by [rtowler](#) on Sat, 21 Feb 2009 01:19:05 GMT

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On Feb 18, 9:10 am, JayDog wrote:

> Hi,  
> I'm trying to represent my 3D data and I guess using some form of  
> object graphics would be appropriate. I got Ronn Kling's book on this,  
> but the examples are really of 2D data represented in 3D (such that  
> the image intensity values might represent heights say). In my case I  
> have a form of ellipsoid mesh with arrays of points in the x, y, z  
> directions and would like to construct a surface upon this mesh of  
> points. Would anyone know of a way to do this, or other resource I  
> might check out?

Can you provide a bit more detail? I can't, er, visualize your "surface upon this mesh of points". Would this be similar to taking a sphere and creating a little 3d globe by shifting the vertices up and down (orthogonal to the surface) based on elevation? If so, there is a demo of this floating around somewhere. Maybe someone else can help out here? Was it in the docs? This turns out to be fairly easy to do if your base object (your ellipsoid) has a regular mesh.

-Rick

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