Subject: 3D Objects

Posted by JayDog on Wed, 18 Feb 2009 17:10:22 GMT

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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?

Thanks, Jason.

Page 1 of 1 ---- Generated from