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.