
Subject: Re: 3D Objects

Posted by [David Fanning](#) on Mon, 30 Mar 2009 15:10:29 GMT

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JayDog writes:

- > What I actually have is a set of 2D points (x,y) which define an
- > ellipse, then stacking many ellipses of varying size in the z-
- > direction gives me what appears to be a 3D structure outlining a type
- > of ellipsoid. What I would like to do is fill-in the structure so that
- > I can make it a surface which I can then perform different operations
- > on, such as taking measurements of widths etc. or doing some form of
- > illumination with objects light source or other.

This article discusses a possible approach to this problem:

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

Cheers,

David

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David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
