Subject: [Q/HELP] Using the Z-buffer
Posted by Tim Patterson on Wed, 17 Jul 1996 07:00:00 GMT

There isn't really much in depth discussion in the IDL manuals
(including on-line help and the Training manuals) about using
the Z buffer to perform hidden line removal.

What I would like to do is something similar to the example
of the vector cube within the training manual, but create
a vector sphere instead (which i will later have to upgrade
to an oblate sphere as I want to use it to represent a
planetary body, and perhaps wrap actual image data onto it).

Does anybody have code for creating more complex vector objects
than the simple cube, using the Z-buffer to remove hidden lines?

It may be that what I need is some more decription of how
Z-buffers work in general and how 3D objects should be specified,
so if anybody knows of a useful reference on the subject outside
of IDL, that would also be helpful.

 Thanks

 Tim Patterson