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Subject: z-buffer

Posted by [sjang](#) on Mon, 05 Aug 1996 07:00:00 GMT

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We are trying to display a three-dimensional image such that we can view it from any angle we choose. From our experience, we thought that z-buffer mode might be the best way to accomplish this task; however, there's very little good documentation on z-buffer in the idl manuals. Could someone perhaps shed some light on this matter? For instance, is z-buffer the best way to go? Or is there a better or more efficient alternative? Any help would be greatly appreciated.

Sunmee Jang and Brad Fisher

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