
Subject: Draped Contours?

Posted by [JDS](#) on Wed, 09 Dec 2009 22:05:34 GMT

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I was playing with iSurface (shocking, I know), and found very useful the ability to "drape" contours interactively on top of the surface, similar to raised relief maps with contour lines. It occurs to me I have no idea how to do this; probably some object graphics thing. Does anyone have a short example of forming such a draped contour? I did consider using the SHADES keyword for shade_surf to color various levels black, but I prefer lighting-based shading, and (ideally) vector contours for output.

JD
