
Subject: Re: Perspective view when using IDLgrPolygon

Posted by [johan\[1\]](#) on Thu, 23 Dec 2010 15:44:24 GMT

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On Dec 23, 2:48 pm, David Fanning <n...@dfanning.com> wrote:

> johan writes:

>> I am drawing a 3-D box by using IDLgrPolygon but I want the "back
>> surface" to be projected "smaller", similar to things that are further
>> away appears to be smaller. This box can be rotated in a 3-D view.

>

> Set the PERSPECTIVE keyword on your view object to 2 for
> a perspective projection.

>

>> Also, I attached a lable to each of the 6 sides and display an object
>> in the box, I do not want the current lable at the back to "shine
>> through" the object in the box, i.e. looking at a single side of the
>> box, I want it to display only 5 of the 6 lebles.

>

> Generally speaking, objects are viewed front to back. You
> may have to change the order of your objects to get the
> view you want. Typically, this is done with the MOVE method
> on an IDL_Container object or one of its subclasses (e.g., an
> IDLgrModel object).

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

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

> Set the PERSPECTIVE keyword on your view object to 2 for
> a perspective projection.

Thanks for that, I was looking for the keyword in the model or
polygons instaed of the view object. It is keyword PROEJECTION equal
to 2.

By playing around with the zclip and eye keywors I can get the right
perspective but it is messing up my keywords by blurring them! If I
get the right combination for the perspective, then the legends are
blurred, if I get the legends right, then the projection is incorrect.

I assume I have to determine the correct zclip and eye from my data
but I am unsure how to do that.
