Subject: Re: shaded surface
Posted by Struan Gray on Tue, 18 Mar 1997 08:00:00 GMT
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Achim Hein, hein@nv.et-inf.uni-siegen.de writes:

> First: this problem is a trivial one, so it seems to be that I am an
> absolute beginner.

no.

> Second: this problem can not be soluted and everyone (with the exception
> of me) knows this as fact.

almost.

6000 x 28000 x floating point is a *big* array. I'd be interested to know how you are printing this: assuming 150dpi true colour, you are printing 1m x 5m fine-art posters as your 'normal' output. Admittedly this is not unheard of in the graphics business, but it's a specialised job and it'd be fun to hear how you go about it.

Anyway, if you want to plot this using SHADE_SURF you will have to plot it in pieces and then stitch the pieces back together, either automatically with IDL or with a graphics program. Take a look at what is called a "painter's algorithm" in graphics textbooks to get an idea of what order to plot the pieces: essentially you plot the stuff at the back first and then if the stuff in front overwrites it you don't have to worry.

Struan