
Subject: Image plot on back wall of cube

Posted by [raouldukey](#) on Thu, 18 Nov 1999 08:00:00 GMT

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I thought it would be easy to modify the Show3.pro routine to place the image plot on the back wall of the cube instead of the floor. However, after struggling with it for a long time, I find that I am totally confused by the coordinate transformations made. Can anyone give me some tips on how to do this?

What I would like is to create the cube with the shaded surface command, work out the coordinates of the back wall, and use polywarp to work out where to project the image. Then, afterwards replace the shaded surface on the floor of the cube. I think this can all be done using the Show3.pro routine, if I can work out U&V for the xz plane instead of xy.

I know....I know.....I need to learn object graphics. Any tips would be appreciated.

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