
Subject: Re: 3-d viewing again
Posted by [davidf](#) on Mon, 27 Mar 2000 08:00:00 GMT
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Steven Chetelat (CS) (chetelat@csee.usf.edu) writes:

> To which David graciously replied that I needed to dig into object
> graphics (Thank you, David, but that's not what I wanted to hear :-P ;-).
> So far I've gotten it to display, but not very well. It's just a couple of
> blobs on my Window object. I can't seem to recreate the lighting
> conditions and orientation that I had originally. Can anybody point me to
> something which would allow me to get started? I remember when I
> originally did it in direct graphics last year I had some of the same type
> of problems, but I overcame them by playing with it. Unfortunately, I
> don't know where to start playing with this...

Steve,

You obviously didn't see my later reply, in which I offered
an example of how this could be done in object graphics. :-)

See this program on my anonymous ftp site:

`ftp://www.dfanning.com/pub/dfanning/outgoing/idl_course/poly_surface.pro`

Cheers,

David

P.S. I didn't make the draw widget 800 by 400 in this
program, but I just tried it, and as I expected, it
still looks pretty good. More than blobs, anyway. :-)

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