Subject: Re: Vertices and Polygons
Posted by Craig Markwardt on Thu, 06 Jul 2000 07:00:00 GMT
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Larry Busse <ljb@ljbdev.com> writes:

> I have an N-element list of vertices v(3,N) which describe a series of
> points on a surface of a complex object.
>
> Is there an IDL function or method which would sort through this list
> and generate the polygon array that is required by POLYSHADE for doing
> surface rendering?
>
> It's been awhile since I've used IDL so maybe there's a newer object
> oriented approach that you could recommend.

I don't think that a simple list of vertices is enough information to reconstruct a complex polyhedron, especially if there are some concavities. [If you want the complex hull, that's a different story, but as Chris J. reports, this may not even work right. Doh!]

Craig

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Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
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Subject: Re: Vertices and Polygons
Posted by Chris J. on Thu, 06 Jul 2000 07:00:00 GMT
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I use MESH_OBJ to do this in direct graphics. Sorry, but I'm unfamiliar with object graphics so can't give you any help there.

Unfortunately, mesh_obj doesn't always give me the surface I want, it probably has something to do with the order the vertices are given. I'm trying to display a convex hull, and although I know the resulting vertices are correct, the 3D surface usually has some concavities. So, incidentally, if anyone knows a way around this, I'd love to hear!

Chris
