
Subject: Re: DIRECT GRAPHICS VS OBJECT GRAPHICS
Posted by [David Fanning](#) on Sat, 23 Mar 2002 06:23:59 GMT
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Mukunda P Raju (mpraju@eecs.umich.edu) writes:

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> and then drew the view in a VRML object. Is this ok? The resultant VRML
> file im getting is like 17MB. Thats crazy...if i instead wrote it to a .ps
> or a CGM file its only half an MB...is something wrong here? HEEELPPPPPP

I'm afraid VRML is so, like, the 90's. Are you *sure* this
is what you want to do!?

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: DIRECT GRAPHICS VS OBJECT GRAPHICS
Posted by [Mukunda P Raju](#) on Sat, 23 Mar 2002 07:18:06 GMT
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that i can make a 3d simulation. And the guys at RSINC told me that VRML
is the way to go. Could you suggest any better option. I hear dxf is also
an option but im not sure what the file sizes would be. Is there a problem
with VRML?. Whats the best option in this kinda scenario. But i guess
answring me would require some info about 3d Studio.
Thanks for any information you may be able to provide

chao

Muks

On Fri, 22 Mar 2002, David Fanning wrote:

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Subject: Re: DIRECT GRAPHICS VS OBJECT GRAPHICS
Posted by [Mark Hadfield](#) on Sun, 24 Mar 2002 21:42:55 GMT
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"Mukunda P Raju" <mpraju@eecs.umich.edu> wrote in message
news:Pine.LNX.4.33.0203222353510.24048-100000@harvest.eecs.u mich.edu...

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No. As I understand it, you've extracted a 2D image from the Z buffer,
loaded it into an IDLgrPlot object (thus creating a very strange
looking line plot) then rendered it to an IDLgrVRML object. This will
not work. You could load the 2D image into an IDLgrImage object and
render that. Then it might look more or less OK, but it would be a
flat representation of your scene. Sice you are going to the trouble

of using a 3D format, I doubt that this is what you want.

If you want 3D scene in an IDLgrVRML file, i'm afraid you'll have to build it up out of Object Graphics commands. Object Graphics and Direct Graphics are completely separate systems. The only way(*) to pass information between them is to render the objects/commands in one system to an image then load it into the other. This is seldom useful.

(*) OK there may be one or two other ways, left as an exercise for the reader, but they're not very useful.

--

Mark Hadfield

m.hadfield@niwa.co.nz

Ka puwaha et tai nei

<http://katipo.niwa.co.nz/~hadfield> Hoea tatou

National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: DIRECT GRAPHICS VS OBJECT GRAPHICS

Posted by [Rick Towler](#) on Mon, 25 Mar 2002 05:09:28 GMT

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"Mukunda P Raju" <mpraju@eecs.umich.edu> wrote :

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> chao
> Muks

What sort of data do you have? Like Mark said, your initial attempt will probably not yield the desired results. I am guessing that you need to get the actual verticies into 3ds max. To do this you need to plot your data by creating an IDLgrPlot (or Polyline) object.

As for the VRML or DXF question... They both are ASCII format and will both be quite large relatively speaking but when you plot this correctly it will not be 17MB. VRML files are far easier to write in IDL but the IDLffDXF object is more powerful. If you just need to get the verts in, then VRML should be fine.

-Rick

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