
Subject: DIRECT GRAPHICS VS OBJECT GRAPHICS

Posted by [Mukunda P Raju](#) on Sat, 23 Mar 2002 04:58:30 GMT

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Hello...im new to IDL and looking into a program which deals with some direct graphics...PLOTS etc...I need to convert this into object graphics so that i can write to a VRML file. Now...ive used the existing direct graphics code and written to a Z buffer and then wrote the resultant 2d array into a IDLgrPlot object and that into a Model and then into a View 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

Thanks in advance
Mux
