
Subject: Re: Direct->Object Graphics Help!
Posted by [Rick Towler](#) on Tue, 30 Apr 2002 23:14:52 GMT
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Unless you need to do something special, you can use xobjview to do this.
You can export to VRML under the file menu.

```
myobj = OBJ_NEW('IDLgrPolygon',v,POLYGON=p)
oModel = OBJ_NEW('IDLgrModel')
xobjview, oModel, /block
obj_destroy, [myobj, oModel]
```

As for exporting VRML models in general, wireframe and solid vrml models export fine but you might run into problems with transparent polygon models. Also, for solid polygons, make sure that the vert_colors property is set to a scalar (or not set at all).

And don't listen to the trolls in the group that will tell you that VRML "is so, like 1990's". They are all living in a 2d world. :)

-Rick

"Muks Raju" <mpraju@umich.edu> wrote in message
news:3CCF0BE2.19E32D59@umich.edu...

```
> Hello
> I have been given a program which draws some 3D figures using
> direct graphics..using Shade_Volume and then PolyShade. Now I need to
> get the 3D model into a VRML file so i need to use object graphics.
> Could anyone tell me if the following is right ....v is the array of
> vertices and p the array of polygons obtained from Shade_Volume.
>
> myobj = OBJ_NEW('IDLgrPolygon',v,POLYGON=p)
> oModel = OBJ_NEW('IDLgrModel')
> oView = OBJ_NEW('IDLgrView')
> oWin = OBJ_NEW('IDLgrWindow')
> oModel->Add, myobj
> oView->Add, oModel
> oWin->draw,oView
>
> ovrml = OBJ_NEW('IDLgrVRML',FILENAME='solar.wrl',QUALITY=2)
> ovrml->Draw,oview
>
> Thank you very much in advance for any help you can provide or any hints
> towards a better way to do this.
```

>
> Regards
>
> Muks
>
>

Subject: Re: Direct->Object Graphics Help!
Posted by [Muks Raju](#) on Wed, 01 May 2002 00:36:20 GMT
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Helloo thanks a lot for the help. It works great.

Rick Towler wrote:

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