
Subject: Re: Mapping an Image to a Polygon Object
Posted by [David Fanning](#) on Wed, 15 May 2002 18:49:24 GMT
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Brian Bell (sailfalmouth@yahoo.com) writes:

> I need to map an image to be displayed on a polygon object. Can
> someone explain to me how I can do this?
>
> I've tried using Texture_Map, but I can't get it to work properly.

I think you have identified the crux of the problem: you
have to get the Texture_Map to work properly. :-)

The place I always get stuck is creating the Texture_Coordinates,
which maps each vertex of each of the the polygons to a particular
location or pixel in the image I'm trying to map. I don't think
there is any particular way to do it. I stare at the documentation
until I'm cross-eyed, try to touch my nose with my tongue, then
plunge in and make mistake after mistake. After a couple of hours
of this, I usually get something to work.

Well, let's just say that's my method. I'd be happy to
hear someone else's. :-)

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: Mapping an Image to a Polygon Object
Posted by [David Fanning](#) on Wed, 15 May 2002 18:53:30 GMT
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David Fanning (david@dfanning.com) writes:

> Brian Bell (sailfalmouth@yahoo.com) writes:
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> plunge in and make mistake after mistake. After a couple of hours
> of this, I usually get something to work.
>
> Well, let's just say that's my method. I'd be happy to
> hear someone else's. :-)

Whoops! I forgot to mention that I wrote an article once about
how do to this on a surface. It might be of some help to you.

http://www.dfanning.com/ographics_tips/imgtex.html

Cheers,

David

--

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Subject: Re: Mapping an Image to a Polygon Object
Posted by [Rick Towler](#) on Wed, 15 May 2002 18:56:44 GMT
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Try looking at David Fanning's texture_surface.pro program.
www.dfanning.com

In short, you need to specify the texture coordinates for your polygon using
the texture_coord keyword. The texture coords map a normalized pixel value
from your texture map to a vertex on your polygon.

You may also want to search the newsgroup using google groups. This topic
comes up again and again...

-Rick

"Brian Bell" <sailfalmouth@yahoo.com> wrote in message
news:f65c611a.0205151015.2bef0341@posting.google.com...
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> Thanks,
>
> Brian
