
Subject: Re: Drawing 3D Objects properly

Posted by [David Fanning](#) on Thu, 05 Sep 2002 12:24:52 GMT

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M. Katz (MKatz843@onebox.com) writes:

- > I'm very comfortable with object graphics in 2D. Now I've started
- > branching out into the 3rd dimension. (No, I haven't yet seen the new
- > object graphics book.)
- >
- > Whatever I try, I can't seem to get solid-fill polygons to
- > successfully "hide" or "block" another from view. With texture-mapped
- > polygons it works. I've tried futzing with REJECT = [0,1,2], BOTTOM
- > colors, you name it.
- >
- > I'm just drawing 6-sided, rectangular, 3D boxes. By changing the
- > handedness of the vectors I can make the surface seem to disappear in
- > an undesirable way, but I can't get one surface to block another.
- >
- > Any tips?

Have a look at Chapter 6. :-)

As Ronn correctly points out, the problem is undoubtedly
in your connectivity array.

Cheers,

David

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