Subject: Using trackball to rotate an image Posted by pushyar on Tue, 03 Dec 2002 04:59:46 GMT

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HI..

I could rotate a cube using trackball in all directions. I want to rotate a 3D image inside a cube. When i rotate the cube, the image inside the cube should also rotate. I want to do this using trackball object.

Can anybody tell me if there's a way to set the cube as transparent and the 3D image inside the cube to rotate along with the cube?

Please help me.

Cheers, Akhila.

Subject: Re: Using trackball to rotate an image Posted by pushyar on Wed, 11 Dec 2002 20:09:49 GMT View Forum Message <> Reply to Message

HI.

I tried to rotate the 3D image instead of enclosing it in a cube and rotating the cube. I manage to rotate only the 2D surface. The steps i followed are:

- 1. Opened a file with Matrix ixjxk
- 2. Displayed the 3D image with the Shade_volume and Scale3 function.
- 3. This 3D image obtained after step 2 (i.e. display purpose image) is used as an image for the trackball operation.
- 4. i used my mouse to move over that image and as a result i see the 2D displayed version rotating. i.e, it is a flat rotation not a 3D rotation where i can see the other side of the image.

Can anybody tell me where i am wrong. I am not able to figure out where i am wrong. Please help me ASAP.

Cheers, Pushya

pushyar@yahoo.com (Pushya) wrote in message news:<39e6dba3.0212022059.73dfe3ee@posting.google.com>...

- > HI.
- > I could rotate a cube using trackball in all directions. I want to
- > rotate a 3D image inside a cube. When i rotate the cube, the image
- > inside the cube should also rotate. I want to do this using trackball
- > object.

- > Can anybody tell me if there's a way to set the cube as transparent
- > and the 3D image inside the cube to rotate along with the cube?

>

> Please help me.

>

- > Cheers,
- > Akhila.

Subject: Re: Using trackball to rotate an image Posted by Rick Towler on Fri, 13 Dec 2002 01:12:37 GMT

When you first posted this question I responded with a few methods using object graphics. If you want true 3d rotation of an image object graphics is your only option. Why don't you revisit my first reply and go from there?

-Rick

"Pushya" <pushyar@yahoo.com> wrote in message news:39e6dba3.0212111209.45916d4e@posting.google.com...

- > HI.
- > I tried to rotate the 3D image instead of enclosing it in a cube and
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- > Cheers,
- > Pushya

>

>

> pushyar@yahoo.com (Pushya) wrote in message news:<39e6dba3.0212022059.73dfe3ee@posting.google.com>...

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- >> inside the cube should also rotate. I want to do this using trackball

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>> and the 3D image inside the cube to rotate along with the cube?
>>
>> Please help me.
>>
Cheers,
>> Akhila.
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Subject: Re: Using trackball to rotate an image Posted by pushyar on Thu, 19 Dec 2002 15:52:53 GMT View Forum Message <> Reply to Message

Hi..

I finally did it. Thanks a lot for ur help Rick.

-Pushya

"Rick Towler" <rtowler@u.washington.edu> wrote in message news:<atbcbp\$lca\$1@nntp6.u.washington.edu>...

- > When you first posted this question I responded with a few methods using
- > object graphics. If you want true 3d rotation of an image object graphics
- > is your only option. Why don't you revisit my first reply and go from
- > there?
- >
- > -Rick
- > >
- > "Pushya" <pushyar@yahoo.com> wrote in message
- > news:39e6dba3.0212111209.45916d4e@posting.google.com...
- >> HI.
- >> I tried to rotate the 3D image instead of enclosing it in a cube and
- >> rotating the cube. I manage to rotate only the 2D surface. The steps i
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- >> Can anybody tell me where i am wrong. I am not able to figure out
- >> where i am wrong. Please help me ASAP.
- >>
- >> Cheers,
- >> Pushya
- >>

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>>
>>
>> pushyar@yahoo.com (Pushya) wrote in message
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