
Subject: Re: 3D Graphics input
Posted by [David Fanning](#) on Wed, 17 Sep 2003 20:00:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neil writes:

> I'd like to use IDL to display as large a number of various 3D objects
> that i can find around the internet as possible. There are a wide
> variety of formats, a couple being *.3DS and *.OBJ. Is there a general
> single read routine that i can use in IDL go get this data into IDL,
> which enables me to have access to the verticies_list and
> polygon_connectivity from this wide variety of object available? I
> know IDL has the DXF routines, but there are many other formats that i
> would like to access.

READF and READU are pretty general, but the downside
is that you will have to know more about your file
formats than I'm guessing you know now. :-)

Cheers,

David

--

David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
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: 3D Graphics input
Posted by [Rick Towler](#) on Thu, 18 Sep 2003 15:10:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Neil" wrote...

> I'd like to use IDL to display as large a number of various 3D objects
> that i can find around the internet as possible. There are a wide
> variety of formats, a couple being *.3DS and *.OBJ. Is there a general
> single read routine that i can use in IDL go get this data into IDL,
> which enables me to have access to the verticies_list and
> polygon_connectivity from this wide variety of object available? I
> know IDL has the DXF routines, but there are many other formats that i
> would like to access.

DXF is going to be the easiest route and is the only format supported by
IDL. But that doesn't mean you don't have options :)

I have used openFX, a free open source 3d modeling package for Win32, to read .3ds files and export them as .dxf. You lose some information along the way but the geometry and connectivity stay intact.

Another approach I have used is dumping .3ds files using 3dsrdr (google for the source). I may write a .3ds I/O .dlm one day but for now this is the best way to get most of the data from your .3ds files. I would assume that a similar utility has been developed for .obj files but I have never investigated.

good luck!

-Rick
