Subject: Re: Website update
Posted by David.Chevrier on Thu, 19 Feb 2004 14:56:24 GMT
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I just wanted to comment that this camera object rocks. I've been using it for a few months now in various projects and it really makes things easier, especially for creating animations. I haven't tried out the new version, but I'm looking forward to. Thanks Rick!
Also, since people have been talking about animations recently (it seems to come up quite often around here), I've also just updated my website. I posted many different scientific animations that I created using only IDL, IDL2AVI, and (for the CT scan animations) Rick's object. (One animation on the page was created by Rick a few years ago if you need further proof of his expertise.) Let me know what you guys think. Also, if anyone else has IDL animations posted on a site, please post the link... I love seeing what other people are doing in this department!

http://www.nefsc.noaa.gov/femad/ecosurvey/acoustics/

I'll be posting even more new animations shortly... hopefully...
have fun,
dave

Subject: Re: Website update
Posted by Paul Van Delst[1] on Thu, 19 Feb 2004 15:29:26 GMT
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Rick Towler wrote:
>
> About two years ago I put up a few skimpy web pages offering up my object
> graphics camera class and directInput DLM with a promise to add more. I
> have *finally* found the time to update these web pages. Highlights:
>
> RHTgrCamera

<snip>

> There is a new demo available too which demonstrates view frustum culling,

"view frustum culling"?? Wha...?

I feel old.

paulv

--

Paul van Delst
CIMSS @ NOAA/NCEP/EMC

Subject: Re: Website update
Posted by Rick Towler on Thu, 19 Feb 2004 19:04:28 GMT
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"Paul van Delst" wrote...
> Rick Towler wrote:
>>
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object
>> graphics camera class and directInput DLM with a promise to add more. I
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>> There is a new demo available too which demonstrates view frustum
culling,
>
> "view frustum culling"?? Wha...?
>
> I feel old.

Either you feel old or I feel foolish. There are days where I think view frustum culling in IDL (as I have implemented it) is like tricking out a '74 pinto. Lift kit for the back... Some nice chrome rims...

View frustum culling is a method of limiting the number of polygons pushed down the rendering pipeline by testing objects for intersection with the viewing frustum. If objects intersect they are rendered, if not they aren't. The view frustum is the truncated pyramid that defines the space where your object graphics objects are rendered.

For example, if you had a large very high resolution DEM and you wanted to do a fly thru of a drainage you would construct the 3d model by creating it out of smaller tiles, say 40x40 polygon objects. These objects could be added as culled content to the camera. For every frame that is rendered the camera would check which objects intersect the frustum and set these objects HIDE properties accordingly. If your view is set such that you only ever see a subset of the 40x40 objects you get a nice gain in performance compared to the brute force approach.

Now all 4 people using my camera can enjoy this feature :)

-Rick