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Subject: Re: General 3D graphics advise required  
Posted by [Randall Skelton](#) on Wed, 06 Oct 2004 04:00:44 GMT  
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Bah. I started a new thread instead of replying. See:

[http://groups-beta.google.com/group/comp.lang.idl-pvwave/browse\\_thread/thread/33ec2e76ec7dd95f#3d27d0dc10e022e3](http://groups-beta.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/33ec2e76ec7dd95f#3d27d0dc10e022e3)  
Sorry!

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Subject: Re: General 3D graphics advise required  
Posted by [David Fanning](#) on Wed, 06 Oct 2004 09:50:32 GMT  
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Franco writes:

- > My question is: given my style of code-writing, and that the
- > isosurfaces that I've done in these days look like elongated grey
- > potatoes, what can I read? any book? I mean, a book that really teaches
- > something.

I think the only decent book is Ronn Kling's Power Graphics in IDL.

<http://www.klivarock.com/>

- > Is IDL able to do 3D graphics like these
- > <http://exodus.physics.ucla.edu/sciviz/scientific.viz.html> ?

Yes, of course.

- > And by the way, can a human being learn from a book
- > how to do something like that?

No, this is impossible. :-)

Pictures like that come only from experience. Sorry. :-(

Cheers,

David

P.S. Why don't you write to those guys and tell them you are *\*desperate\** to learn from them and could they share some of their code. It's been known to happen. Then you just get the code and pour over it for hours and hours until it starts to make sense to you. It is no different from any other language, as I know only too well. (I think the IDL demo actually has something

like this, too. Pester the boys at RSI to help you some.)

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Subject: Re: General 3D graphics advise required  
Posted by [arctorit](#) on Wed, 06 Oct 2004 19:19:57 GMT  
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Thank you! I'll keep you updated with my progress :-)

franco

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