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Subject: General 3D graphics advise required  
Posted by [arctorit](#) on Tue, 05 Oct 2004 19:53:35 GMT  
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Hi everybody,

I've used IDL for a couple of years to make 2D graphics. I've also made 3D graphics, but always of 2D quantities (i.e. I've used `shade_surf!`). I'm the kind of guy that David would describe as a guy who writes idl codes go "get the job done". Now I need to do 3D graphics of really 3D fields, basically I would like to make good-looking isosurfaces.....

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.

Is IDL able to do 3D graphics like these  
<http://exodus.physics.ucla.edu/sciviz/scientific.viz.html> ? I actually think that they have been done with IDL, but I would like to know your opinion. And by the way, can a human being learn from a book how to do something like that?

Thanks

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