Subject: 3D rendering of a 3D binary structure
Posted by holgi0251 on Mon, 18 Apr 2005 09:24:35 GMT

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Hi,

is there a way to properly display a binary structure in 3D using IDL?

So far, I get only sub-optimal results that look like a thin outer
hull of the structure. A major drawback is that the hull it is broken
in many places and you can "look thru" it although the structure
actually is solid.

Best wishes,
Holger

Subject: Re: 3D rendering of a 3D binary structure
Posted by Rick Towler on Tue, 19 Apr 2005 16:42:50 GMT

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Holger B. wrote:
> is there a way to properly display a binary structure in 3D using IDL?

Well, there aren't any built-in routines to do this if that is what you
are wondering. But there is a "way to properly display a binary
structure in 3D using IDL." You just have to write it yourself :(

You may want to google to see if you can find any code and check the RSI
codebank. But you may have to hit the literature. Keep in mind that if
you stumble upon C/C++ code you can use that too, depending on how much
time you are willing to invest.

> So far, I get only sub-optimal results that look like a thin outer
> hull of the structure. A major drawback is that the hull it is broken
> in many places and you can "look thru" it although the structure
> actually is solid.

How are you currently generating the object?

-Rick