
Subject: Re: Constructive Solid Geometry
Posted by [Jo Klein](#) on Fri, 03 Feb 2006 10:16:25 GMT
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Hi Arko,
Maybe I'm not quite getting what you mean, but the intersection of the two spheres in volume space would simply be computed as
intersection=sphere1 and sphere2
provided that you've got binary volumes for the two objects.
Re surfaces, you might want to have a look at the newsgroup archives. If you google surface intersection idlgrpolygon, you'll find an answer to a similar problem.
Cheers,
Jo

Arko Lucieer wrote:

> Hi,
> I am new to IDL and I was wondering whether it is possible to perform
> 3D Boolean operations (union, intersection, etc.) in IDL, which is
> otherwise known as Constructive Solid Geometry (for examples see:
> http://en.wikipedia.org/wiki/Constructive_solid_geometry). I'd like to
> intersect two 3D spheres and extract the intersection of the spheres as
> a separate 3D object. To make it slightly more complex, an intersection
> of two isosurfaces would even be better for my purposes. I have trawled
> through the IDL documentation and I don't think there is an out of the
> box solution, but maybe someone here knows of a solution?
> Thanks!
> Arko
>
