
Subject: Re: Plot sphere and ellipsoid(oblate,prolate,triaxial) by object graphics
Posted by [Antonio Santiago](#) on Tue, 07 Mar 2006 10:47:44 GMT

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Danis wrote:

> Hi all,
>
> I want to draw these figure using by object graphics.
>
> I'm not familiar with object graphics.
>
> Is there anyone to show me the example code?
>
> Thanks~
>
> Danis
>

If you can calculate the x.y.z coordenates and the connectivity among verex, then you can draw it with IDLgrPolygon.
Take a look at "idl/examples/doc/objects/orb__define.pro". It draw a sphere in the same way.

--

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Subject: Re: Plot sphere and ellipsoid(oblate,prolate,triaxial) by object graphics
Posted by snfinder@naver.com on Tue, 07 Mar 2006 12:48:35 GMT

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Thanks~ Antonio

Can you show me some example how to use IDLgrPolygon?

Actually I don't know object graphics at all.

Maybe I think I can calculate x,y,z coordinates of various ellipsoid.

And then how can I apply thses to object graphics?

Thank you in advance.

Subject: Re: Plot sphere and ellipsoid(oblate,prolate,triaxial) by object graphics
Posted by [Antonio Santiago](#) on Tue, 07 Mar 2006 13:12:27 GMT
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Take a look at "orb::BuildPoly" method and to the documentation ;)

Also, here is an exmaple of Object Grpahics and the box is a polygon:

<http://www.grahi.upc.edu/santiago/?p=20>

(download from:

http://www.grahi.upc.edu/santiago/imdocs/idl/alpha_texture/alpha_texture.tar.gz).

ungzip, untar, execute idl and write "@alpha.g" to exectue.

--

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Subject: Re: Plot sphere and ellipsoid(oblate,prolate,triaxial) by object graphics
Posted by [Rick Towler](#) on Tue, 07 Mar 2006 17:28:58 GMT
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Danis wrote:

- > I want to draw these figure using by object graphics.
- >
- > I'm not familiar with object graphics.
- >
- > Is there anyone to show me the example code?

Before you do anything you may want to invest in a good book. Ronn Kling's Power Graphics with IDL is a good place to start. You can buy it from his website www.kilvarock.com. Now while you're waiting for that to be delivered...

Read the IDL docs on object graphics. Start at the beginning.

Then make a copy of orb__define.pro and play around with it, along with Antonio's examples. I also offer my RHTgrPSolid object which implements

platonic solids in IDL OG. It might be the best place to start since the objects are pretty simple:

`www.acoustics.washington.edu/~towler/programs\rhtgrpsolid__define.pro`

And you'll definitely want to use `xobjview`. This little gem deals with all of the view setup so all you need to do is create an object to display.

```
IDL> orb=OBJ_NEW('orb', COLOR=[200,75,75], STYLE=2)
IDL> xobjview, orb
```

Now change some of the properties:

```
IDL> orb->setproperty, STYLE=1
(click on the XOBJVIEW window to update it)
IDL> orb->setproperty, DENSITY=5.
(click on the XOBJVIEW window to update it)
IDL> orb->setproperty, DENSITY=0.5
(click on the XOBJVIEW window to update it)
IDL> orb->setproperty, COLOR=[50,50,250]
(click on the XOBJVIEW window to update it)
```

Now destroy the object.

```
IDL> obj_destroy, orb
```

Have fun!

-Rick

Subject: Re: Plot sphere and ellipsoid(oblate,prolate,triaxial) by object graphics
Posted by snfinder@naver.com on Wed, 08 Mar 2006 02:41:20 GMT
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Thank both of you for helping me. ^^
It's a great help to me.
OK I start on buying the book..
Many thanks again.
May both of you be happy.
