
Subject: Re: Nice Postscript output from shade-surf? Xsize in polyshade?

Posted by [geomagic](#) on Wed, 18 Jan 1995 20:39:07 GMT

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In article <3fjih9\$100@bartok.theo-physik.uni-kiel.de> solter@theo-physik.uni-kiel.de (C H Solterbeck) writes:

- > I would like to get a good output in postscript out of the shade_surf-routine
- > of PV-Wave. But if the device has scalable pixels, the output image has
- > dimensions less or equal to 512. This is not good enough.
- > How can I get a better resolution?

<proposal snipped>

I use the Z buffer and set the Z buffer size to obtain 300dpi pixels on our dye-sub printer.

1. Setup Z buffer with appropriate x and y sizes
2. Plot to the Z buffer.
3. Read the contents of the Z buffer as a image.
4. Plot the image to the Postscript device with appropriate x and y sizes.

I really wish that the user could specify the image dimension of the shaded surface directly for the Postscript driver. The current situation is not good.

Dan O'Connell

geomagic@seismo.do.usbr.gov

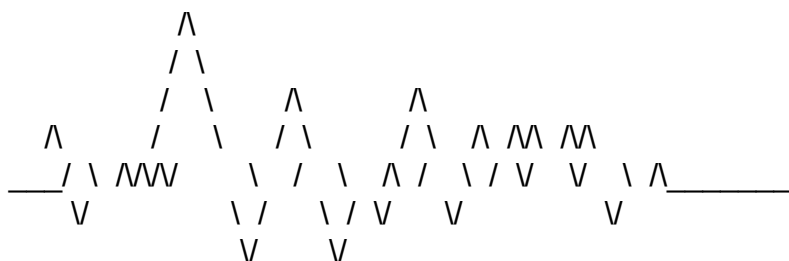
Seismotectonics Group, U.S. Bureau of Reclamation

Denver Federal Center, P.O. Box 25007 D-8330, Denver, CO 80225

"We do custom earthquakes (for food)"

or

"Just more roadkill on the information superhighway"



Subject: Re: Nice Postscript output from shade-surf? Xsize in polyshade?

Posted by [Chris Jacobsen](#) on Sat, 21 Jan 1995 19:15:10 GMT

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>> I would like to get a good output in postscript out of the shade_surf-routine

>> of PV-Wave.

> I really wish that the user could specify the image dimension of the

> shaded surface directly for the Postscript driver. The current

> situation is not good.

I believe IDL 3.6.1 has a flag on the SHADE_SURF command specifically for avoiding these problems with PostScript printers. But you're using PV~WAVE...
