
Subject: Send object graphics hierarchy to POV-Ray destination class

Posted by [Michael Galloy](#) on Tue, 14 Oct 2008 21:05:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you are interested in sending object graphics scenes to POV-Ray (a high-quality, open source ray-tracing program, see povray.org for more info), to create images like:

<http://michaelgalloy.com/wp-content/uploads/2008/10/halfcell -thumbnail.png>

(small)

<http://michaelgalloy.com/wp-content/uploads/2008/10/halfcell .png>

(large)

then get the free download available at

<http://www.txcorp.com/video/povray/index.php>

For more discussion see:

<http://michaelgalloy.com/2008/10/05/pov-ray-destination-for- idl-object-graphics.html>

The main idea is to be able to render a standard object graphics scene without any knowledge of POV-Ray simply by:

```
pov = obj_new('VISgrPOVRay', file_prefix='halfcell')
pov->draw, view
```

This creates the input files which require POV-Ray (freely available at povray.org) to produce the final image.

By no means are all the properties of all the graphics atoms supported right now; I've been adding atoms and properties as I've needed them. I've also added a few classes that produce POV-Ray specific functionality when rendered with VISgrPOVRay, but render normally with the normal object graphics destinations.

Mike

--

www.michaelgalloy.com

Tech-X Corporation

Software Developer II
