
Subject: Re: wrapping images around cylinders

Posted by [Dave Burridge](#) on Mon, 14 Apr 1997 07:00:00 GMT

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deb wrote:

>

> I've got some 2 and 3-D image data that i want to wrap around

> a right circular cylinder of a given radius. Has anyone

> written a routine to do this, or can someone offer pointers

> on the best way to approach the problem? Thanks:)

deb,

I assume we`re talking about IDL here.

The way I would approach it would be to use MESH_OBJ to create the vertices and polygons of the primitive object (the cylinder in your case). You should then be able to drape a 2D image around this using SHADE_VOLUME, adding the SHADES keyword.

I would supply you with an example, but time is short! I have found the on-line help examples on the above commands pretty understandable.

Best of luck :-)

Dave
