
Subject: Re: Surface normals with shade_volume
Posted by [bowman](#) on Tue, 10 Feb 1998 08:00:00 GMT
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In article <6bnvjk\$c1a@nx2.HRZ.Uni-Dortmund.DE>,
olaf@alpha1.physik.uni-dortmund.de (Olaf Guennewig) wrote:

> Hi,
>
> Therefor I need the surface normals of polygons coming from the
> shade_volume IDL-routine. I need them for distinguish inner from outer
> contours in the dataset.
> So far as I know IDL is using the Marching Cubes algorithm for
> building isosurfaces, so in principle it should be possible to get
> the surface normals.
>
> Do you have any idea how to get the normals ??

The IDLgrPolygon object in the v5.0 Object Graphics system will return normals. I'm about to try to use the Tessalator object to convert the polygons to triangles.

Good luck, Ken Bowman

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