
Subject: Polyshade > Polyfill ?

Posted by [Ewan A. Macpherson](#) on Mon, 06 Apr 1998 07:00:00 GMT

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I've got a set of polygons describing a 3D surface. I can render the surface (in PV-WAVE) using POLYSHADE(verts,polys), but what I want to do is plot a projection of that image onto a 2D plot using POLYFILL. This will allow me to:

- a) output the "image" as PostScript polygons, rather than as a bitmap
- b) plot various 2D things on top of it
- c) control the projection aspect ratio without driving myself crazy trying to make T3D do what I want.

I can easily compute the projection of each polygon onto my 2D coordinate system and devise a sensible coloring scheme, but in order to use POLYFILL, I need to know in what order to plot the polygons to reproduce the hidden-line removal that POLYSHADE uses.

Any advice greatly appreciated!

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