Subject: Re: Lookin for VRML, DXF or IGES
Posted by Leonard Daly on Sat, 30 May 1998 07:00:00 GMT
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Daniel,

Daniel SAGE wrote:

>   Hello,
> I use the shade_volume and polyshade to create a 3D contour surface
> and I would like to save the result in 3D vectoriel format, for
> example VRML, DXF or IGES.
> Does anyone have a IDL routine for that ?
> Thank !

This is not exactly what you requested, but I hope it is close enough...

I just finished the initial testing of an IDL routine to make smoother
spheres than that availabe in VRML. I would post it, but it's still too
preliminary for me to feel comfortable with it. I used the 'mesh_obj'
function to generate the necessary verticies for a sphere. I reformated
the output vertex array (removed the vertex count), and wrote out an
ASCII VRML file. If you need more details, please write.

Subject: Re: Lookin for VRML, DXF or IGES
Posted by davidf on Sat, 30 May 1998 07:00:00 GMT
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Daniel SAGE (daniel.sage@epfl.ch) writes:

> I use the shade_volume and polyshade to create a 3D contour surface and
> I would like to save the result in 3D vectoriel format, for example
> VRML, DXF or IGES.
> Does anyone have a IDL routine for that ?

I don't know if any IDL routines that do this. I do note
that there is a new VRML object in IDL 5.1 which can output
an object graphics hierarchy in the VRML format. Yet another
reason to learn about object graphics. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/