
Subject: 3D objects & SET_MAP

Posted by [Boris V. Khattatov](#) on Tue, 23 Jun 1998 07:00:00 GMT

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

Does anyone know a way to display 3-D objects
on a map projection?

It's easy to display a 2-D field in lat & lon using
TV and MAP_IMAGE, but how can I display a
3-D object in lat, lon, and z in map coordinates?

Subject: Re: 3D Objects

Posted by [rtowler](#) on Sat, 21 Feb 2009 01:19:05 GMT

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

On Feb 18, 9:10 am, JayDog wrote:

> Hi,
> I'm trying to represent my 3D data and I guess using some form of
> object graphics would be appropriate. I got Ronn Kling's book on this,
> but the examples are really of 2D data represented in 3D (such that
> the image intensity values might represent heights say). In my case I
> have a form of ellipsoid mesh with arrays of points in the x, y, z
> directions and would like to construct a surface upon this mesh of
> points. Would anyone know of a way to do this, or other resource I
> might check out?

Can you provide a bit more detail? I can't, er, visualize your
"surface upon this mesh of points". Would this be similar to taking a
sphere and creating a little 3d globe by shifting the vertices up and
down (orthogonal to the surface) based on elevation? If so, there is
a demo of this floating around somewhere. Maybe someone else can help
out here? Was it in the docs? This turns out to be fairly easy to do
if your base object (your ellipsoid) has a regular mesh.

-Rick

Subject: Re: 3D Objects

Posted by [JayDog](#) on Mon, 30 Mar 2009 14:52:52 GMT

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

Cheers Rick,

What I actually have is a set of 2D points (x,y) which define an
ellipse, then stacking many ellipses of varying size in the z-
direction gives me what appears to be a 3D structure outlining a type
of ellipsoid. What I would like to do is fill-in the structure so that

I can make it a surface which I can then perform different operations on, such as taking measurements of widths etc. or doing some form of illumination with objects light source or other.
