
Subject: Object Graphics: Code available for rendering tubes?

Posted by [dEdmundson](#) on Tue, 23 Feb 1999 08:00:00 GMT

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I have a data set of n (x,y,z) vertices that describe a smooth curve in 3D. I also have a n point 1d array of corresponding colours for each vertex. While I can render this as a thick coloured IDLgrPolyline, adding lights does not give a 3D effect. Does anyone have OG code that can generate a wire frame tube given the triplets describing the "backbone"? (This isn't as easy as it first appears. For example, consider the issue of minimizing torsion between neighbouring hoops comprised of polygon circles.)

I would *really* like to see RSI start a clearing house for reusable OG code akin to AVS's International AVS Centre.

Cheers,
Darran.

-----== Posted via Deja News, The Discussion Network ==-----

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