Subject: Vertical surfaces

Posted by cjengo on Fri, 11 Jun 1999 07:00:00 GMT

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Hi all,

I apologize if this is an easy fix, IDL is still
a bit new to me (although David Fanning's book is
a godsend!). I have a shaded surface, and
plotted a wiggly line "parallel" to the yz plane
hanging over the surface. I've managed to drop
lines down from each point on the line and
through the surface (using the z buffer), but
what I'd really like to do is make a transparent
surface here instead. In case my attempt at
describing the visualization left you lost, check
out the pic at www.bgsu.edu/~cjengo/edge.gif.
I've thought of making a surface where every z
value is 0 except for the nodes where the line
is, but I'm pretty sure that would leave me with
a big spike instead of a vertical surface. Is
there a better way to do this? Thanks!

Chris

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Christopher M. Jengo
Senior Imaging Scientist
Earth Satellite Corporation
(301)231-0660 x291

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