Subject: 3D Graphics Question
Posted by H T Onishi on Mon, 12 Jul 1999 07:00:00 GMT
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I am interested in creating a 3D display that contains a bitmapped earth,
orbiting satellites, and a few other types of objects. I would like to
animate the display, including a rotating earth, and I would like to select
different points of view, including one from onboard a satellite. Is this
reasonable in IDL? The host will be a reasonably fast PC.

Thanks,

Howard Onishi

Subject: Re: 3D Graphics Question
Posted by ronn on Wed, 14 Jul 1999 07:00:00 GMT
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In article <Vrei3.3718$8W3.1968@news.rdc2.occa.home.com>,
  "H T Onishi" <htonishi@home.com> wrote:
> I am interested in creating a 3D display that contains a bitmapped
earth,
> orbiting satellites, and a few other types of objects. I would like
to
> animate the display, including a rotating earth, and I would like to
select
> different points of view, including one from onboard a satellite. Is
this
> reasonable in IDL? The host will be a reasonably fast PC.
>
> Thanks,
>
> Howard Onishi
>
>
 David is right in that this is not "that" hard to do. In fact, I do
this all of the time for my clients. I just finished a small effort
where I displayed all the geostationary spacecraft around the earth
using object graphics. The user can zoom, rotate, pan etc.

Go to my website at www.rlkling.com under the freeware tab. Download
the meshObjectDemo.zip file and you will be able to pull out the basic
building blocks that you need.

Of course, if a consultant is in your budget I can knock this out for
you in a day or so.

Ronn Kling
--
Ronn Kling
Ronn Kling Consulting
www.rlkling.com

Subject: Re: 3D Graphics Question
Posted by ronn on Fri, 16 Jul 1999 07:00:00 GMT
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In article <7mn5fu$e84$1@readme.uio.no>,
  colin.rosenthal@astro.uio.no wrote:
> On Wed, 14 Jul 1999 20:07:00 GMT,
> Ronn Kling <ronn@rlkling.com> wrote:
>
>> David is right in that this is not "that" hard to do. In fact, I do
>> this all of the time for my clients.
>
> You mean your clients pay you good money to do something _easy_?
> :-)
>
Have you ever heard the story of Nikola Tesla and Henry Ford?

Tesla had built some generators for Henry Fords auto plant. One day
they suddenly stopped working and the whole plant shutdown. None of
Henry's engineers could figure out what was wrong so they called Tesla
in.

Tesla walked in the factory with Ford, picked up a wrench, opened a
panel and tightened a bolt. Of course, the generator worked fine again.

The next day Ford recieved a bill from Tesla for $5000.00. Outraged, he
sent it back to Tesla demanding to know why it was so much for
tightening a bolt.

Tesla sent back an invoice with the following line items.

Labor for tightening bolt $1.00
Knowing which bolt to tighten $4999.00

Great story, Hey?

-Ronn
--
Ronn Kling
Ronn Kling Consulting
www.rlkling.com

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Subject: Re: 3D Graphics Question
Posted by colinr on Fri, 16 Jul 1999 07:00:00 GMT
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On Wed, 14 Jul 1999 20:07:00 GMT,
Ronn Kling <ronn@rlkling.com> wrote:

> David is right in that this is not "that" hard to do. In fact, I do
> this all of the time for my clients.

You mean your clients pay you good money to do something _easy_?
:-)

--
Colin Rosenthal
Astrophysics Institute
University of Oslo