
Subject: Re: Elevation Shading in Object Graphics
Posted by [mirko_vukovic](#) on Tue, 10 Nov 1998 08:00:00 GMT
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In article <MPG.10b0d2b6168b85c198970d@news.frii.com>,
davidf@dfanning.com (David Fanning) wrote:
> Mirko Vukovic (mirko_vukovic@notes.mrc.sony.com) writes:
>
>> Is it me, or the direct graphics plot in David's examples
>> looks much better than the object graphics. Could some additional
>> keyword produce a better result?
>>
>> This is just a bit of teasing from someone that did not venture into
>> object graphics as yet.
>
> Teasing or not, I do notice a difference. I can actually
> get the solid shaded surface to look a lot better (more like
> direct graphics) if I turn shading OFF and use a Texture Map
> (an image object draped onto the surface) made from an image
> that is very much larger than the actual data. The relevant
> code might look like this:
>
> thisPalette=Obj_New('IDLgrPalette')
> thisPalette->LoadCT, 5
> s = Size(data, /Dimensions)
> bigImage = BytScl(Rebin(data, s[0]*10, s[1]*10))
> thisImage = OBJ_NEW('IDLgrImage', bigImage, Palette=thisPalette)
> thisSurface = OBJ_NEW('IDLgrSurface', data, x, y, Style=2, \$
> Shading=0, Texture_Map=thisImage)
>
> The only reason I don't like this is that it doesn't
> shade the wire frame surface, just the solid surface.
>
> But, perhaps, another reason to write my own Shade
> object that uses direct graphics to display shaded
> surfaces. :-)
>
> Cheers,
>
> David
>

:-)

Actually, that is what I did (although something you wrote once triggered it)
for 2D data.

I have this PlotW object. It remembers all the data passed to it, as well as

the line styles, colors, etc. Thus it can re-draw itself, store in memory, whatever, even print itself (in that case it can change colors to linetypes and such).

Still rough, but a great replacement for IDL's plot. Actually, as I wrote it, I started seeing a ``raison d'etre" for object graphics, as some OG would nicely plop into this application (like legends).

The user interface sucks, but I just don't have the time to finish it up.

Mirko

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