Subject: Re: Elevation Shading in Object Graphics
Posted by Struan Gray on Mon, 09 Nov 1998 08:00:00 GMT

David Fanning, davidf@dfanning.com writes:

> The only reason I don't like this is that it doesn't
> shade the wire frame surface, just the solid surface.

This is my current main whinge about object graphics, which, as I dig deeper, increasingly betrays a bias towards solids modelling at the expense of other easily-implemented applications. For all the reasons outlined in my surface plotting pages I would like to be able to specify independent colours for ploygon edges and fills when plotting surfaces. It would also be nice to be able to specify an object model as a linestyle, just as you can plot a polyline with an object model used as a symbol at each vertex.

Just dreaming

Struan