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

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