
Subject: Re: Elevation Shading in Object Graphics
Posted by [mirko_vukovic](#) on Mon, 09 Nov 1998 08:00:00 GMT
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In article <MPG.10af776d8c8c3df098970a@news.frii.com>, davidf@dfanning.com (David Fanning) wrote:

- > Hi Folks,
- >
- > Well, naturally, I hadn't posted my "Elevation Shading in
- > Object Graphics" example on my web page for more than 10
- > minutes when people more knowledgeable than I starting
- > pointing out the obvious faults.
- >
- > In particular (and it is exceedingly odd that neither I
- > nor the folks who were helping me at RSI noticed this) it
- > is a LOT better to turn shading ON, although it is still
- > true that you want to have lights OFF.
- >
- > I also discovered that it is better to add a color palette
- > to the surface (thanks to Struan) than to the window, which
- > I was doing previously. (Actually, it works the same, it
- > just seems more natural and elegant to add it to the
- > surface, where it really belongs.)
- >
- > Anyway, I think I have it sorted out now and you can view
- > the article and code at these URLs:
- >
- > http://www.dfanning.com/tips/elevation_object.html
- > http://www.dfanning.com/programs/object_shade_surf.pro
- >
- > As always, a big thanks to the anonymous lurkers who
- > keep me on the straight and narrow. :-)
- >
- > Cheers,
- >
- > David
- >
- > -----
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- >

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.

mirko

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