
Subject: Elevation Shading in Object Graphics
Posted by [davidf](#) on Sun, 08 Nov 1998 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
