Subject: Re: Another fun question about color in IDL Posted by davidf on Thu, 21 Oct 1999 07:00:00 GMT

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Todd Bowers (tbowers@nrlssc.navy.mil) writes:

- > Well, I was just getting the hang of all this, then I
- > started going to object graphics and now I'm confused
- > again. I have some 2D data that I was surface ing and
- > shade_surf'ing with the z axis intensity colored by
- > data value. Dandy.

_

- > Then I decided to get cute when David Fanning pointed me to his
- > xsurface object graphics procedure at
- > http://www.dfanning.com/programs/xsurface.pro
- > I thought, hmmmm, I'll just make his solid surface option which
- > uses yellow by default and switch it to use my color shading
- > instead, the equivalent of:

>

- > colorData = zData
- > shade_surf, zData, xData, yData, Ax=AX, Az=AZ, \$
- > shades=bytscl(colorData, top=!D.N Colors-4, NaN=1), \$
- > XTitle=XTitle, YTitle=YTitle, ZTitle=ZTitle, charsize=charSize

>

> in my direct graphics code.

>

- > Well, you can probably guess the rest. I can't get the RGB model
- > it defaults to to handle colors the way I've been using them.
- > Can anyone give me a nudge (or preferably a hard shove) in the
- > right direction??

Yes, elevation shading in object graphics can be a bit dicey. The trick is to turn shading ON and turn all your lights OFF. The details can be found in this article on my web page:

http://www.dfanning.com/tips/elevation_object.html

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

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