Subject: Re: Image plot on back wall
Posted by m218003 on Fri, 19 Nov 1999 08:00:00 GMT
View Forum Message <> Reply to Message

In article <MPG.129e62a85186952598997c@news.frii.com>,
 davidf@dfanning.com (David Fanning) writes:
> Well, after telling someone the other day,
> "Oh, it would be simple with object graphics.",
> I decided to see how simple it would be.
>
> Yikes!
>

> OK, must be a light problem. Add a light to the image.
> (Why didn't I think of this? Every picture in an
> art gallery has a light above the image to illuminate
> it. Stupid.) Whoops! Wrong kind of light. Add
> *ambient* light there, Jose.
>
> And so it goes. I'm looking for my slide rule right
> now so I can calculate the optimum distance and viewing
> angles for the lights in the scene. [...][/color]

OK. I guess, I see clearer now: it's not objects that I don't like, but
the applications that are built on objects! Just had a look at AVS the other
day: Maybe I'm already too old for this, but I just can't make ends of
something where you have to mouse and drag yourself along, select
rectangles with a 3D-look and inconclusive labels, paste them onto a
worksheet, connect them with wires, and hope that this will work.
Similarily: IDGgr... is far too much "real life oriented" for my sense.
Why should I have to call an electrician (or - worse - a professional light
engineer) just to put some scene on my screen. I always thought, the
virtue of a computer is that you can use it as a tool, and that it will
do *exactly* what you ask it to do. Nowadays it seems we have to *talk*
to these machines and *ask* them to *please* try to accomplish at least
a tiny fraction of what we had in mind.

Even though it might in the end produce a result which falls short of
one produced with IDLgr..., I much prefer to write

```
  surface,data
```

instead of

```
  virtual_world = obj_new("IDLgr...",/Grass_On_The_Bottom,  $
                      /Mountains_On_The_Right,/Rivers_Below)
  virtual_world -> SetProperty,River="blue and reflecting",  $
                      Mountains="not too steep"
```

```
  light = obj_new("IDLgr...",Time_Of_Year="January 1, 1999 AD",  $
                        Sky="Some scattered Cumulus Clouds")
  light -> SetProperty,MoonPhase="Full"
  potential_surface_plot = obj_new("IDLgr...",world=virtual_world, $
                        light=light)
  potential_surface_plot -> AddData, data
  ; In version 5.2.1, rivers don't look nice, so turn them off
  potential_surface_plot -> SetProperty,/DoNotShowRiver
  ; The following feature is undocumented but prevents a crash
  ; for winter scenes
  potential_surface_plot -> SetProperty,/DoNotCareAboutSnowCover
  potential_surface_plot -> Please_Show_And_Pray_That_User_Doesnt_Change_Aspect
```

Ooops! Forgot to specify the density of air .... and my clouds don't
have 24 bit ...

But object graphics programs may win a Noble Price for literature one of these
days ;-)

Cheers,
Martin

--
[[[[[[[[[
[[Dr. Martin Schultz   Max-Planck-Institut fuer Meteorologie   [[
[[Bundesstr. 55, 20146 Hamburg   [[
[[phone: +49 40 41173-308   [[
[[fax: +49 40 41173-298   [[
[[martin.schultz@dkrz.de   [[
[[[[[[[[[