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Subject: Shade\_Surf and Shade\_Vol Question  
Posted by [pwalker](#) on Tue, 19 Apr 1994 19:56:40 GMT  
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Hello.

I'm having a bit of trouble with shade\_surf not doing what I think it should. I'd like to make a surface plot of a function which is shaded like an object, but has a color map based on functions. shade= () doesn't quite do the trick, as it obliterates any surface type shading. Basically, if I have an array, I'd like to combine the effect of looking at it with tv,bytescl(array) and shade\_surface,array to give me a colored surface sitting in 3 space.

So, is it possible to get the shading/color array that shade\_surf generates, so I can then modulate this "light/dark" array based on normals with another array based on data.

Has anyone done anything like this before? Any help would be appreciated.

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