Subject: Re: Object graphics polygons
Posted by Struan Gray on Wed, 19 Apr 2000 07:00:00 GMT
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Steven Chetelat, chetelat@csee.usf.edu writes:

> My problem lies in figuring where to put them -- perhaps
> it is a matter of no training in the theater arts, but all
> my lights (positional, directional, and spotlights) only
> illuminate a small portion of my surface, even with
> intensities set very high. Do I need to modify the ambient
> lighting as well?

The following code works pretty well as a default setup and simulates semi-directional daylight. It uses the RSI-provided routine SET_VIEW, which sometimes puts the objects in slightly odd positions, but they're always visible.

Assume that you have put your polygon in an IDLgrModel object called theModel, and that you have already created an object graphics window with an ID stored in a variable called mainWindow. Then do this:

```
; make a seperate model for the lights, plus default lighting

  lightModel = obj_new('IDLgrModel')
  dirLight = obj_new('IDLgrLight', type=2, location=[1,1,1],
                  intensity=0.7)
  ambLight = obj_new('IDLgrLight', type=0, intensity=0.4)
  lightModel -> Add, dirLight
  lightModel -> Add, ambLight

; make a view object and set a default viewplane rectangle

  mainView = Obj_New('IDLgrView', color=[100,100,100])
  mainView -> Add, lightModel
  mainView -> Add, theModel
  set_view, mainView, mainWindow, /do_aspect, /isotropic
```

If you rotate your model the lights will stay put, which is what most users expect to happen. If you want to rotate the lights you can either add them en-masse to your model, or turn them off and use other lights of your own creation.

Struan