Subject: Sv: Object graphics polygons
Posted by Hans Staugaard on Wed, 19 Apr 2000 07:00:00 GMT
View Forum Message <> Reply to Message

I have had the same problem, try setting the COLOR keyword for the surface, it worked for me. It says in the documentation that the default value for COLOR is [255,255,255], but when I set it to this myself I get much better lighting of the surface.

Hans

Steven Chetelat (CS) <chetelat@csee.usf.edu> skrev i en nyhedsmeddelelse:Pine.GSO.4.05.10004181713570.22334-100000@g rad...
> On Fri, 14 Apr 2000, David Fanning wrote:
>
>> Steven Chetelat (CS) (chetelat@csee.usf.edu) writes:
>
>>> The view completely lacks definition. When I add lights, very small
>>> sections light up, but I can't seem to position the lights to illuminate
>>> the whole object. How can I reproduce the lighting model used by
>>> polyshade in direct graphics, or at least get enough intensity out of
>>> light objects to suit my purposes?
>>
>> Yes, you are going to have to add lights. I'd point you
>> to a couple of programs, but it seems my ISP has misplaced
>> my FTP directories at the moment. :-(
>
> :-(Thanks for the pointers, nonetheless, I've made definite progress
> over the last couple of days... :-)
>
>> The most common problem people have with lighting (aside from
>> no training in the theater arts) is that they forget
>> their lights also need to be scaled, rotated, translated, etc.
>> into the view. You can't just put them *anywhere* and have
>> them work. (Well, you *can* put them anywhere in object graphics.
>> I guess *that* is the real problem.)
>
> 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?
>
>> I like to have a least one or two lights in non-rotatable models
>> so that I can rotate a surface underneath them, and sometimes
>> one or two lights that rotate with the surface to pull out

>> particular surface features.
>
> I think I've managed to figure this out, right now I have a very simple
> widget program that lets me translate the light across the surface, which
> is part of the reason I feel I'm overlooking something. I can't
> illuminate more than a small fraction of the surface no matter where I put
> the light.
>
> K-Bye,
> STEVE! (chetelat@csee.usf.edu)(steve@moffitt.usf.edu)
>
>
