## Subject: Re: Object graphics polygons
Posted by davidf on Tue, 18 Apr 2000 07:00:00 GMT

Steven Chetelat (CS) (chetelat@csee.usf.edu) writes:

> 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.

Humm. I don't know. I would guess from the description that
the lights are probably too close to the surface, if they
only illuminate small fractions of the surface. Have you
tried backing them off a bit?

Ambient light is NOT what you want, I think, since this
will light everything up uniformly. You want light that
will show the edges of things.

Cheers,

David
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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155