Subject: Re: Object graphics polygons
Posted by Steven Chetelat (CS) on Tue, 18 Apr 2000 07:00:00 GMT
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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)