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Subject: 3D Visualization

Posted by [Larry Ashim](#) on Thu, 12 Oct 2000 07:00:00 GMT

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I am trying to create a 3D visualization in which the color of the objects varies with distance from the viewer. I have been trying to use `Shade_Volume` and then `Polyshade` to view the results. According to the IDL documentation I should be able to set the an array, `SHADES`, to shade the vertices returned by `Shade_Volume` and then pass that shading array to `Polyshade`. The problem is I can not get apply the transformation matrix, `!P.T`, and get the geometry right so the shading varies with distance from the viewer.

Can anyone provide some help? Is there any better way to do this visualization using IDL?

Larry Ashim

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