Subject: Re: Shadows (Yet Another Object Graphics Question)
Posted by davidf on Thu, 01 Feb 2001 00:56:00 GMT

Jason P. Meyers (jpm7934@cis.rit.edu) writes:

> Wow! This works great! I had already suspected the Z-buffer fight
> problem and had pre-positioned the ground plane so it wouldn't be an
> issue. It does help that I have a simple geometry case.

Oh, yeah!? You wouldn't want to post a little code,
would you, so the rest of us could have a look-see. :-)

Cheers,

David

P.S. Let's just say I spent about $200 bucks on Amazon
today, now that I have a couple of pointers to the books
I ought to own. I hope I can understand them better than
I can understand the IDL documentation concerning
these topics. :-(

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