
Subject: Re: set_shading question
Posted by [Dick Jackson](#) on Thu, 05 Jul 2001 18:19:51 GMT
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It's so nice having my news server working again, I can't help posting again...

"Paul van Delst" <paul.vandelst@noaa.gov> wrote in message
news:3B44A99F.5D58EC6@noaa.gov...

> Hey there,
>
> Can anyone enlighten me as to the LIGHT keyword to set_shading? The online
docs state:
>
> LIGHT
> A three-element vector that specifies the direction of the light source.
The default light
> source vector is [0,0,1], with the light rays parallel to the Z axis.
>
> How does one change the direction of illumination? I want to change the
shading so I can
> specify a source point (say [1,0,1] in a unit cube) and a "destination"
point (say,
> [0,1,1]) to define the light source direction, i.e. where the light is
going *to*. Or is
> this stuff like wind direction, i.e. you specify where the light is coming
from?

It does appear that way, that light is shining from the specified point in
your *viewing* frame of reference (nothing to do with the data coordinates)
toward the origin at the centre of the window. Try these illuminating
examples:

```
IDL> set_shading,light=[1,0,0] & shade_surf,dist(50)
IDL> set_shading,light=[-1,0,0] & shade_surf,dist(50)
IDL> set_shading,light=[0,0,1] & shade_surf,dist(50)
IDL> set_shading,light=[0,0,-1] & shade_surf,dist(50)
```

Cheers,
--
-Dick

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