
Subject: set_shading question

Posted by [Paul van Delst](#) on Thu, 05 Jul 2001 17:53:35 GMT

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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*?

thanks for any info

paulv

p.s. I'm using this for shading a surface in SHADE_SURF.

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Paul van Delst A little learning is a dangerous thing;
CIMSS @ NOAA/NCEP Drink deep, or taste not the Pierian spring;
Ph: (301)763-8000 x7274 There shallow draughts intoxicate the brain,
Fax:(301)763-8545 And drinking largely sobers us again.
 Alexander Pope.
