
Subject: SHADES as an output keyword?

Posted by [colinr](#) on Mon, 16 Jul 2001 12:09:05 GMT

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Suppose I am rendering a polygonal surface with POLYSHADE. If I am using a light-source model then the routine calculates a colour index for each polygon based on its light model. Is there any way of obtaining that list of colour indices so that I can use it as the basis for further manipulations?

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