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Subject: shading(material) of meshes

Posted by [lyubo](#) on Sun, 01 Sep 2002 00:19:39 GMT

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In OpenGL if I have a shaded mesh I can select different types of shading and mesh materials. Every material has certain properties and reflects the light in different ways (for the same light, regardless of the normals). In IDL, if I understand correctly, I can specify only the color for drawing the polygons. Am I right or I am missing something here?

Lyubo

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