## Subject: Re: POLYSHADE-like object graphics? Posted by Sebastian Loebbert on Fri, 13 Dec 2002 16:30:17 GMT View Forum Message <> Reply to Message

Hi David,

```
thanks for the tip.
Just in case somebody will run across this problem in the future: Together with some old postings on this ng I found a usable "standard" setting:
a) Set COLOR=[255,255,255] in the IDLgrPolygon(s)
b) Use two lights, one ambient and one directional:
ambLgt = OBJ_NEW('IDLgrLight', TYPE=0, INTENSITY=0.2)
dirLgt = OBJ_NEW('IDLgrLight' $
, DIRECTION=[-0.5,-0.5,-0.5] $
, TYPE=2 $
,LOCATION=[0.5,0.5,2.0]$
,INTENSITY=0.7 $
)
(the polygons coordinates have been transformed into a unit cube centered at [0,0,0] using coordinate convolution)
```

c) Put both lights into a non-rotating model.

Best regards,

Sebastian