
Subject: Re: POLYSHADE-like object graphics?

Posted by [Sebastian Loebbert](#) on Fri, 13 Dec 2002 16:30:17 GMT

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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
