
Subject: Re: POLYSHADE-like object graphics?

Posted by [David Fanning](#) on Thu, 12 Dec 2002 14:14:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sebastian Loebbert (sebaaih@peach.zrz.TU-Berlin.DE) writes:

- > I have a set of vertices and polygons created by SHADE_VOLUME.
- > If I simply display them using POLYSHADE, I get a nicely shaded surface.
- >
- > I tried to display the same polygons and vertices using object graphics
- > (created a polygon, added directional light) but the surface looks rather
- > flat.
- > I played around with the lights, but the image didn't improve much.
- > Is there any way to know what lights POLYSHADE uses?
- > Is there something like a "default setting" for IDLgrPolygon that mimicks
- > POLYSHADE?

Have a look at the lights in FSC_SURFACE.

http://www.dfanning.com/programs/fsc_surface.pro

I paid a lighting engineer \$1000 to design that lighting system! :-)

You need some combination of ambient, directional, and fill lighting to get the scene to light up correctly.

Most people forget the ambient light when they first start working with this business.

Cheers,

David

P.S. Let's just say that every scientist who ignored the theater arts in college is probably regretting it now.

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
