Subject: POLYSHADE-like object graphics?
Posted by Sebastian Loebbert on Thu, 12 Dec 2002 12:37:29 GMT

Hi all,

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?

Thanks for all tips,

Sebastian