Subject: Re: lighting; alternatives to xinteranimate
Posted by Rick Towler on Thu, 27 Mar 2003 16:43:31 GMT
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"Thomas Wright" wrote in message

> 1. How does one produce uniform lighting of a surface, such as
> topography from a DEM, during rotation. I have experimented with
> idlgrlight with type set to 1, and with both a fixed light source and
> one that rotates with the model, but seem to get quite variable, and
> even spotlight-like, light intensities during rotation.

Lighting is always a bit tricky. I usually add an ambient light (type 0) to provide the base lighting and then add a directional light (type 2) to bring out the surface edges. I then add them to the model heirarchy such that they are fixed relative to my surface. I then adjust the intensities of the lights to get the desired effect.

> 2. I am making animations of earthquakes seen beneath a transparent
> topographic surface. At present the memory limitation imposed by my
> video card limits me to about 150 frames. For xinteranimate each frame
> consists of an image of both the earthquakes and topography. The
> earthquakes change with each frame, but the topography remains the
> same. Thus it would be advantageous to produce frames with only the
> earthquakes, then play the animation using a single image of the
> topography as a constant background to each frame. I figure this could
> save much memory, allowing many more animation frames to be created.

David has an article on his site about object instancing but I don't think this will help with xinteranimate:

http://www.dfanning.com/ographics_tips/object_instance.html

> Does an alternative to xinteranimate (with the same ability to control
> the rate of animation) exist that could do this?

Can you render your scene in real time? If so, why not just create your own simple animation widget. You could use OG instancing in this case to speed rendering and all you need is a slider to control the timer delay in your animation loop.

-Rick