Subject: Light and images in a IDLgrView
Posted by Antonio Santiago on Wed, 17 Mar 2004 17:44:00 GMT

Hi
i amb using IDL object Graphics and i just have contruct a view with a
volume, a surface, axis and a box. I want to do a slice of axis Y and
view this with an image. I do all this right (and the image have the
slice of the volume in Y axis) but the problem is the orientation of the
model respect the light. Depends on it, the image is visible or is black :(

Is there any tip to tell me how to simplify the work of positioning
lights in a model. The surface is ok iluminatin but images are argggg....

Thanks