
Subject: Re: Light and images in a IDLgrView
Posted by [Antonio Santiago](#) on Mon, 22 Mar 2004 07:29:11 GMT
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Thanks i found my problem.

Yes, i saw your doc and your examples (FSC_SURFACE) but i continued with my problem. It was basically that i had created my polygons with an image like a texture map with the bad options and the light doesnt illuminate it good.

Thanks anyway ;)

David Fanning wrote:

> Antonio Santiago writes:

>

>

>> i amb using IDL object Graphics and i just have construct 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....

>

>

> Support the arts and hire a theater student. They need
> the money and they can have you fixed up in about 2 minutes. :-)

>

> Sometimes it is good to have a set of lights that don't
> rotate with the model and another set that do. See, for
> example, the lights in my FSC_SURFACE program.

>

> Cheers,

>

> David

>
