
Subject: Re: Light and images in a IDLgrView

Posted by [cartik_sharma](#) on Sun, 21 Mar 2004 23:59:01 GMT

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The following scene graph might resolve your lighting issues:

```
      ---->oLightModel
1. oScene-|
      |
      ---->oGeometryModel
```

In 1., rotating oGeometryModel, leaves oLightModel out of sync!

```
2.
      ---->oLightModel
      |
oScene-->oModel---|
      |
      ---->oGeometryModel
```

In 2., rotating oModel, gives oLightModel the same rotation as oGeometryModel preserving original lighting effects.

Another way to accomplish the same would be to retrieve the relative transformation b/w the light model and the geometry model, and apply it to the lightmodel, every time the geometry model is rotated.

Hope this helps,
Cartik

David Fanning <david@dfanning.com> wrote in message
news:<MPG.1ac520c216d2805b989704@news.frii.com>...

> Antonio Santiago writes:

>

>> i am using IDL object Graphics and i just have to 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 has 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 illuminated 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
