Subject: Re: Light and images in a IDLgrView Posted by cartik_sharma on Sun, 21 Mar 2004 23:59:01 GMT View Forum Message <> Reply to Message

The following scene graph might resolve your lighting issues:

```
---->oLightModel
1. oScene-
     ı
     ---->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 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....
- > > 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