
Subject: Re: Light and images in a IDLgrView
Posted by [David Fanning](#) on Fri, 19 Mar 2004 22:23:16 GMT
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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

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