Subject: Re: Light and images in a IDLgrView Posted by David Fanning on Fri, 19 Mar 2004 22:23:16 GMT View Forum Message <> Reply to Message

## 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

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Covered Carido to IDL Brograms

Coyote's Guide to IDL Programming: http://www.dfanning.com/