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Subject: Re: Elevation Shading

Posted by [Jim Harwell](#) on Fri, 14 Jan 2005 22:35:38 GMT

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A quick analogy.

Suppose we were working in grayscale and I was rendering a small selection of a 2D grayscale image as a 3D surface. I would only want the 3D surface to contain black troughs & white peaks if the image selection contained black & white pixels. What I want is for the peak to be of the same intensity as the brightest pixel in the image and the trough the same intensity as the lowest.

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