Subject: reflection function

Posted by Benjamin Luethi on Wed, 16 Mar 2005 15:55:28 GMT

Hi,

I'm messing with IDLgrSurface and IDLgrLight objects. Does anybody know the
reflection function that's being used by IDL to scatter a spotlight off the
surface into the direction of the "eye"? Is it isotropic, Lambertian,...?

Thanks for your help!
Ben