
Subject: Re: iSurface lighting questions

Posted by [K. Bowman](#) on Wed, 22 Jun 2005 18:26:10 GMT

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In article <pan.2005.06.22.17.55.59.969000@rsinc.com>,

Karl Schultz <k____schultz@rsinc.com> wrote:

> On Wed, 22 Jun 2005 09:40:56 -0500, Kenneth Bowman wrote:

>

>> Why does the default lighting for iSurface illuminate the *bottom* of the
>> surface?

>>

>> And if I want to add a light manually to illuminate the top, why do I have
>> to

>> drag it to the *bottom* of the window?

>>

>

> Exactly what command are you using?

>

> What happens if you jsut do something simple like

>

> isurface, dist(40)

>

> Does it look different if you force software rendering?

The problem appears to be that my z-coordinate decreases upward. Here is a simple example.

```
x = 10*FINDGEN(37)
```

```
y = -90 + 10*FINDGEN(19)
```

```
z = REPLICATE(500.0, 37, 19) + 100.0*RANDOMN(seed, 37*19)
```

```
ISURFACE, z, x, y, /NO_SAVEPROMPT, $
```

```
  /SHADING, $
```

```
  XTITLE = 'Longitude', $
```

```
  X RANGE = [0.0, 360.0], $
```

```
  XMAJOR = 5, $
```

```
  XMINOR = 2, $
```

```
  YTITLE = 'Latitude', $
```

```
  Y RANGE = [-90.0, 90.0], $
```

```
  YMAJOR = 7, $
```

```
  YMINOR = 2, $
```

```
  ZTITLE = 'Pressure', $
```

```
  Z RANGE = [1000.0, 0.0], $
```

```
  ZMAJOR = 6, $
```

```
  ZMINOR = 1
```

I would consider this to be a bug, but perhaps it is a feature. :-(The way an additional light behaves is, at least, unintuitive.

Ken
