
Subject: lighting /ALIASed models

Posted by [Rick Towler](#) on Wed, 19 Oct 2005 16:46:19 GMT

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I apologize about posting before thinking, but it has been a little slow around here...

Is it possible to light two views, one containing aliases of the models contained in the other, differently?

For example:

Model A contains the geometry and a single IDLgrLight (spot).

View A is a "head on" view and contains model A.

View B is an orthogonal view, containing an alias of A, and also containing a single IDLgrLight (ambient).

What I would like is for View B to be fully illuminated by the ambient light but the ambient light has no effect. Like I said, I haven't thought about this, nor have I experimented. Yes. I know, I haven't done my homework... My guess is that this is not possible.

I know I could *copy* the geometry into a Model B and display that in View B along with the ambient light but I am using my camera object which applies transforms to the models contained w/in it and without getting into the details this would be a hack I would like to avoid.

-Rick
