Subject: SHADE_VOLUME, POLYSHADE and SHADES keyword
Posted by dktr.ted on Thu, 15 Mar 2007 02:25:37 GMT

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Hi all,

I'm trying to use SHADE_VOLUME and POLYSHADE to render a set of
objects depicted as groups of pixels with value 255 in a 3D byte
array. Each object consists of a distinct set of pixels and has an
associated color. I can render this using the standard SHADE_VOLUME
and POLYSHADE calls, but get a [nicely lighted and shaded] grayscale
image. I thought I could use the SHADES keyword to mark each pixel
with its associated color index in the SHADE_VOLUME call, and then use
the generated shades variable as input to POLYSHADE to get the
corresponding rendered image. This works, but it doesn't use any
lighting model ... the color of a rendered surface is given
exclusively by the input shades and not weighted by the lighting as
given by SET_SHADING. What I'd like is a sort of blend between using
the input SHADES and using the lighting model. After much searching
on the web, it seems this behavior is by design, so perhaps someone
has a nice kludge to do this?

Thanks in advance,

Ted