Hello Everyone,

David beat me to it but I have finished the 2007 IDL Christmas Card.
You do need a good graphics card (I am running a GeForce 6600 GT). If
you don't have the shader capability you will see a white snowflake
with no texture mapping.

Our 2007 Christmas card is a snowflake floating lazily in space (At
least there is a star background). To appreciate this years card you
will need IDL 6.4 and a graphics card that supports OpenGL shaders.
Shaders are great for doing things like byte scaling, look up tables,
etc directly on the graphics card hardware. You can also implement
special effects like warping, lenses, etc. Display rates of 100
frames/sec are possible with this hardware approach.

This years card uses the shader to create a snowflake that looks like
glass reflecting another image. As the snowflake rotates in space the
shader recomputes the texture mapping on the fly with no discernable
speed hit on the rotation.

The default setup has the snowflake being rotated around an axis that
wanders randomly in space. If you just want it to spin fixed at the
center just comment out this line in the program

self.axis = self.axis + randomn(seed,3)/10.0

You can download the zip file here.

 http://www.kilvarock.com:80/freesoftware/objects/shadersnowf lake.zip

Have a Merry Christmas!

-Ronn Kling