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Subject: Re: 2007 IDL Christmas Card

Posted by [David Fanning](#) on Fri, 14 Dec 2007 14:18:53 GMT

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ronn@rlkling.com writes:

> 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.

Oh, wow! Got my new graphics card installed (less than  
two hours!!) and that snowflake looks terrific. Thanks!

Cheers,

David

P.S. Have to go. Need a new power supply. :-(

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David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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