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Subject: Changing color of composite objects

Posted by [phys2new](#) on Sun, 22 Mar 2009 01:07:38 GMT

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I'm writing a little program to make an animated diagram using object graphics. I'm building simple composite objects e.g. arrows = cylinder + cone built out of polygons. During the animation I want the color of each arrow to change as I rotate it in 3-D (this is color-coding, I'm not trying to re-invent lighting etc!). Is there a way to do this to the composite model, or do I need to adjust the color of each polygon individually?

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