
Subject: Illuminating a coloured surface

Posted by [Mark Hadfield](#) on Fri, 26 Jul 1996 07:00:00 GMT

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I want to represent a 2D array as a shaded surface. It seems that with SHADE_SURF I can determine the colour and intensity of the surface by specifying EITHER light source parameters OR a byte array representing colour table values. What I would really like to do is generate a coloured surface--where colour is related to data values--and illuminate that. (I've seen some very effective sea floor maps like this produced by ArcInfo.) Can I do this with IDL?

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