
Subject: Re: Sv: Object graphics polygons

Posted by [Steven Chetelat \(CS\)](#) on Wed, 19 Apr 2000 07:00:00 GMT

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On Wed, 19 Apr 2000, Hans Staugaard wrote:

> I have had the same problem, try setting the COLOR keyword for the surface,
> it worked for me. It says in the documentation that the default value for
> COLOR is [255,255,255], but when I set it to this myself I get much better
> lighting of the surface.
>
> Hans

That did the trick, now it's just a matter of training myself in the
theater arts to get it to look right :-)

Thank you immensely. You're a scholar and a gentleman and there's not too
many of us left.

;-)

K-Bye,

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