Subject: Re: Sv: Object graphics polygons
Posted by Steven Chetelat (CS) on Wed, 19 Apr 2000 07:00:00 GMT
View Forum Message <> Reply to Message

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,

STEVE! (chetelat@csee.usf.edu)(steve@moffitt.usf.edu)