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Subject: Sv: Object graphics polygons

Posted by [Hans Staugaard](#) on Wed, 19 Apr 2000 07:00:00 GMT

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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

Steven Chetelat (CS) <[chetelat@csee.usf.edu](mailto:chetelat@csee.usf.edu)> skrev i en nyhedsmeddelelse: Pine.GSO.4.05.10004181713570.22334-100000@g rad...

> On Fri, 14 Apr 2000, David Fanning wrote:

>

>> Steven Chetelat (CS) ([chetelat@csee.usf.edu](mailto:chetelat@csee.usf.edu)) writes:

>

>>> The view completely lacks definition. When I add lights, very small sections light up, but I can't seem to position the lights to illuminate

>>> the whole object. How can I reproduce the lighting model used by polyshade in direct graphics, or at least get enough intensity out of light objects to suit my purposes?

>>

>> Yes, you are going to have to add lights. I'd point you to a couple of programs, but it seems my ISP has misplaced my FTP directories at the moment. :-(

>

> :-( Thanks for the pointers, nonetheless, I've made definite progress over the last couple of days... :-)

>

>> The most common problem people have with lighting (aside from no training in the theater arts) is that they forget their lights also need to be scaled, rotated, translated, etc. into the view. You can't just put them \*anywhere\* and have them work. (Well, you \*can\* put them anywhere in object graphics. I guess \*that\* is the real problem.)

>

> My problem lies in figuring where to put them -- perhaps it is a matter of no training in the theater arts, but all my lights (positional, directional, and spotlights) only illuminate a small portion of my surface, even with intensities set very high. Do I need to modify the ambient lighting as well?

>

>> I like to have a least one or two lights in non-rotatable models so that I can rotate a surface underneath them, and sometimes one or two lights that rotate with the surface to pull out

>> particular surface features.

>

> I think I've managed to figure this out, right now I have a very simple  
> widget program that lets me translate the light across the surface, which  
> is part of the reason I feel I'm overlooking something. I can't  
> illuminate more than a small fraction of the surface no matter where I put  
> the light.

>

> K-Bye,

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

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