
Subject: Shadows (Yet Another Object Graphics Question)
Posted by [Jason P. Meyers](#) on Tue, 30 Jan 2001 23:30:25 GMT
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Hello All,

I learned my lesson with the Orb/sphere thing. Before, I try to do things the hard way, I'll pose the question and see what surfaces.

Does IDL support casting shadows caused by one object onto another, for example a ball over a ground plane? Here is what I am doing:

- 1) I created two spheres (using the orb object)
- 2) I place them in 3-D space according to some user specified params
- 3) I "tether" them to the origin with a polyline
- 4) I display some axes (centered on [0,0,0])
- 5) I create a white ground plane just under the x & y axes (i.e. z=-0.1)
- 6) I place it all in an IDLexObjView object (I love being lazy!)
- 7) I display it in a draw widget

This all works nicely. However, I would like to see a projection (i.e. shadows) of the spheres (and tethers too) in the ground plane.

If I can't do this, my current idea is to draw two more lines and a pair of circles on the ground plane. I have all the data necessary to do this. But if something like `MyView->TurnOnShadows` exists, I would be all for using that!

As always, I am open to any suggestions and thank you in advance.

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