
Subject: POLYSHADE-like object graphics?

Posted by [Sebastian Loebbert](#) on Thu, 12 Dec 2002 12:37:29 GMT

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Hi all,

I have a set of vertices and polygons created by SHADE_VOLUME.

If I simply display them using POLYSHADE, I get a nicely shaded surface.

I tried to display the same polygons and vertices using object graphics (created a polygon, added directional light) but the surface looks rather flat.

I played around with the lights, but the image didn't improve much.

Is there any way to know what lights POLYSHADE uses?

Is there something like a "default setting" for IDLgrPolygon that mimicks POLYSHADE?

Thanks for all tips,

Sebastian

Subject: Re: polyshade

Posted by [David Fanning](#) on Thu, 17 Jul 2003 13:06:22 GMT

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Marc Schellens writes:

- > is there a way to get out a mesh from the polyshade function?
- > Or another function/procedure which does this?

I don't know what you are starting with here, but I've written an article about computing a shaded polygon from a series of ROIs (MRI image slices, in this case). The mesh was constructed with the ComputeMesh method of an IDLgrROIGroup object. Might give you some ideas anyway:

http://www.dfanning.com/graphics_tips/mesh.html

Cheers,

David

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Subject: Re: polyshade

Posted by [marc schellens\[1\]](#) on Thu, 17 Jul 2003 14:36:21 GMT

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>> is there a way to get out a mesh from the polyshade function?

>> Or another function/procedure which does this?

>

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> I don't know what you are starting with here, but I've
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> an IDLgrROIGroup object. Might give you some ideas
> anyway:

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> http://www.dfanning.com/graphics_tips/mesh.html

I think I didn't express clear what I meant:

How I can get an image, showing a mesh instead of a shaded surface
from the polyshade or any other subroutine?

Of course you can use an IDLgrPolygon, but how to do it in direct graphics?

thanks,

marc

Subject: Re: polyshade

Posted by [David Fanning](#) on Thu, 17 Jul 2003 15:17:32 GMT

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Marc Schellens writes:

> Of course you can use an IDLgrPolygon, but how to do it in direct graphics?

Direct graphics are so...I don't know...1970's.

Everything should be done in object graphics.

Cheers,

David

P.S. Opinions expressed in this article are not the author's
true opinions. They are sardonic (I *knew* this word would
come in handy some day!) and reflect the author's worried

view of where IDL is headed these days. :-(

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