
Subject: Light and images in a IDLgrView

Posted by [Antonio Santiago](#) on Wed, 17 Mar 2004 17:44:00 GMT

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Hi

i am using IDL object Graphics and i just have to construct a view with a volume, a surface, axis and a box. I want to do a slice of axis Y and view this with an image. I do all this right (and the image has the slice of the volume in Y axis) but the problem is the orientation of the model respect the light. Depends on it, the image is visible or is black :(

Is there any tip to tell me how to simplify the work of positioning lights in a model. The surface is ok illuminated but images are argggg....

Thanks

Subject: Re: Light and images in a IDLgrView

Posted by [David Fanning](#) on Fri, 19 Mar 2004 22:23:16 GMT

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Antonio Santiago writes:

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> model respect the light. Depends on it, the image is visible or is black :(
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> lights in a model. The surface is ok illuminated but images are argggg....

Support the arts and hire a theater student. They need the money and they can have you fixed up in about 2 minutes. :-)

Sometimes it is good to have a set of lights that don't rotate with the model and another set that do. See, for example, the lights in my FSC_SURFACE program.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

The following scene graph might resolve your lighting issues:

```
      ---->oLightModel
1. oScene-|
      |
      ---->oGeometryModel
```

In 1., rotating oGeometryModel, leaves oLightModel out of sync!

```
2.
      ---->oLightModel
      |
oScene-->oModel---|
      |
      ---->oGeometryModel
```

In 2., rotating oModel, gives oLightModel the same rotation as oGeometryModel preserving original lighting effects.

Another way to accomplish the same would be to retrieve the relative transformation b/w the light model and the geometry model, and apply it to the lightmodel, every time the geometry model is rotated.

Hope this helps,
Cartik

David Fanning <david@dfanning.com> wrote in message
news:<MPG.1ac520c216d2805b989704@news.frii.com>...

> Antonio Santiago writes:

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Subject: Re: Light and images in a IDLgrView
Posted by [Antonio Santiago](#) on Mon, 22 Mar 2004 07:29:11 GMT
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Thanks i found my problem.

Yes, i saw your doc and your examples (FSC_SURFACE) but i continued with my problem. It was basically that i had created my polygons with an image like a texture map with the bad options and the light doesnt illuminate it good.

Thanks anyway ;)

David Fanning wrote:

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