## Subject: Light and images in a IDLgrView Posted by Antonio Santiago on Wed, 17 Mar 2004 17:44:00 GMT View Forum Message <> Reply to Message

Hi

i amb using IDL object Graphics and i just have contruct 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 have 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 iluminatin 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 View Forum Message <> Reply to Message

## Antonio Santiago writes:

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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

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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:

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>...

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David
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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 View Forum Message <> Reply to Message

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 iluminate it good.

Thanks anyway;) David Fanning wrote: > Antonio Santiago writes: > > >> i amb using IDL object Graphics and i just have contruct 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 have 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 iluminatin 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