
Subject: Light objects

Posted by [eric :\)](#) on Mon, 04 Dec 2006 18:13:38 GMT

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Hi all,

In object graphics, how can I keep a light source added to one model from interfering with (or, shining on) objects in another model? The 2 models are in the same view.

Thanks,
Eric

Subject: Re: Light objects

Posted by [Rick Towler](#) on Mon, 04 Dec 2006 19:10:05 GMT

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Interesting question. I've always wanted the light to shine on everything...

You can control this by creating two separate views. Create identical views, one for each lighting scenario, and set the transparent keyword on one. Add your objects accordingly and place them in a viewgroup to display.

Remember to order your views in your viewgroup such that the opaque view is first (farthest away) followed by the transparent one(s).

```
o1 = obj_new('orb', COLOR=[100,200,255], POS=[-2,0,0])
o2 = obj_new('orb', COLOR=[255,200,100], POS=[2,0,0])
l1 = OBJ_NEW('IDLgrLight', TYPE=1, INTENSITY=1.0)
view1 = OBJ_NEW('IDLgrView', VIEWPLANE_RECT=[-3,-3,6,6])
view2 = OBJ_NEW('IDLgrView', VIEWPLANE_RECT=[-3,-3,6,6], $
  /TRANSPARENT)
viewgroup = OBJ_NEW('IDLgrViewgroup')
m1 = OBJ_NEW('IDLgrModel')
m2 = OBJ_NEW('IDLgrModel')
m2->Add, [o2]
m1->Add, [o1,l1]
view1->Add, m1
view2->Add, m2
viewgroup->Add, [view1,view2]
window=OBJ_NEW('idlgrwindow')
window->Draw, viewgroup
```

-Rick

eric :) wrote:

> Hi all,

>

> In object graphics, how can I keep a light source added to one model
> from interfering with (or, shining on) objects in another model? The 2
> models are in the same view.

>

> Thanks,

> Eric

>
