
Subject: SHADE_VOLUME, POLYSHADE and SHADES keyword

Posted by [dktr.ted](#) on Thu, 15 Mar 2007 02:25:37 GMT

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Hi all,

I'm trying to use SHADE_VOLUME and POLYSHADE to render a set of objects depicted as groups of pixels with value 255 in a 3D byte array. Each object consists of a distinct set of pixels and has an associated color. I can render this using the standard SHADE_VOLUME and POLYSHADE calls, but get a [nicely lighted and shaded] grayscale image. I thought I could use the SHADES keyword to mark each pixel with its associated color index in the SHADE_VOLUME call, and then use the generated shades variable as input to POLYSHADE to get the corresponding rendered image. This works, but it doesn't use any lighting model ... the color of a rendered surface is given exclusively by the input shades and not weighted by the lighting as given by SET_SHADING. What I'd like is a sort of blend between using the input SHADES and using the lighting model. After much searching on the web, it seems this behavior is by design, so perhaps someone has a nice kludge to do this?

Thanks in advance,

Ted
