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Subject: Re: Material properties for object graphics  
Posted by [Karl\[1\]](#) on Tue, 13 Mar 2007 22:09:46 GMT  
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On Mar 13, 11:40 am, "mgal...@gmail.com" <mgal...@gmail.com> wrote:  
> Does anyone have a table of values for shininess, specular, etc. for  
> different materials like metal, plastic, wood? I know I've seen such a  
> table, but it wasn't in the online help and some Google searches  
> didn't find it.  
>  
> Mike  
> --www.michaelgalloy.com

<http://www.opengl.org/resources/code/samples/redbook/>

Look at teapots.c

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Subject: Re: Material properties for object graphics  
Posted by [Michael Galloy](#) on Tue, 13 Mar 2007 22:55:37 GMT  
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On Mar 13, 4:09 pm, "Karl" <Karl.W.Schu...@gmail.com> wrote:  
>  
> <http://www.opengl.org/resources/code/samples/redbook/>  
>  
> Look at teapots.c

That's it, thanks! (I had even searched the pdf of the redbook, but I guess my search terms were lacking.)

Mike  
--  
[www.michaelgalloy.com](http://www.michaelgalloy.com)

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Subject: Re: Material properties for object graphics  
Posted by [Michael Galloy](#) on Wed, 14 Mar 2007 23:15:23 GMT  
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I have also been informed there is a `d_lightproperties.pro` in the IDL demo programs.

Mike  
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[www.michaelgalloy.com](http://www.michaelgalloy.com)

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