
Subject: SHADE_SURF problems and questions
Posted by [sirk](#) on Wed, 04 Aug 1993 20:48:44 GMT

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I am having trouble with the IDL SHADE_SURF routine;
IDL. Version 3.0.0 (sunos sparc)

Specifically, whenever I attempt to use a light source other than vertical (ie SET_SHADING,gouraud=1,light=[0,0,1]), I get bizarre white patches where there should be shadows. The keyword REJECT seems not to have any affect. Is this a bug, or a limitation of SHADE_SURF?

Does anyone know of other IDL surface shading routines?
I have already tried and modified the JHU Applied Physics Laboratory routine SUN_SHADE, but it only shades images, not surfaces, that is, the veiwpoint is directly from above. The gouraud shading produces very pleasing results, so I would like to use it, including cast shadows if possible.

Martin Sirk
Center for Extreme Ultraviolet Astrophysics
University of California
Berkeley, CA 94720

sirk@cea.berkeley.edu
