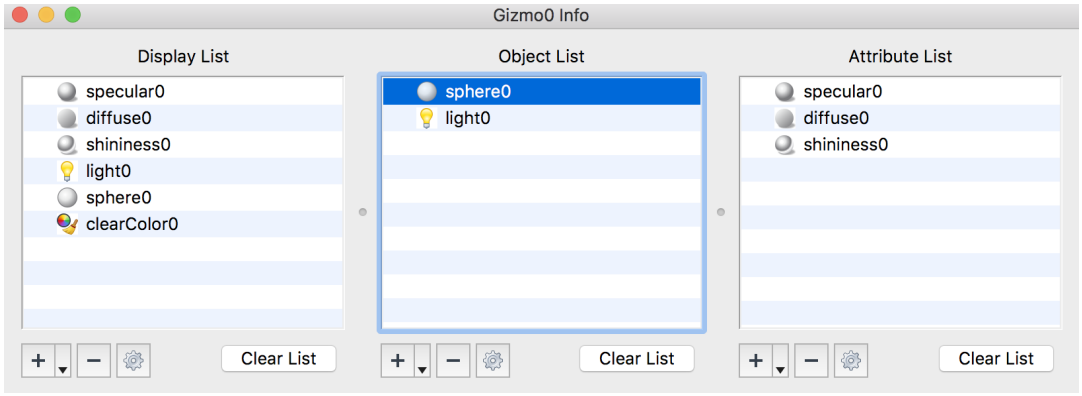

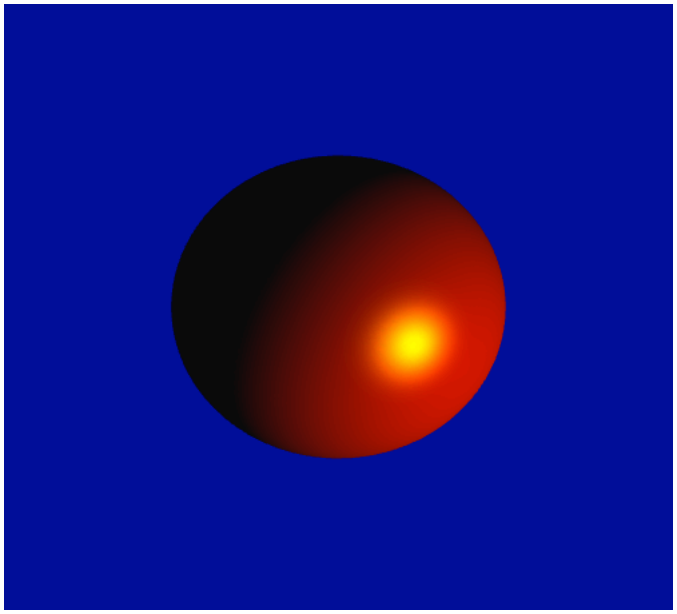

For an example, open this demo experiment: Material Attributes.

Color Waves

Wave-based objects can be drawn in fixed colors or using the built-in Igor color tables. You can also use your own color waves to specify the colors of the objects in the Gizmo display window. The format of a color wave is similar to that of the corresponding data wave except that each data node (vertex) has red, green, blue and alpha color components associated with it.

One situation where a color wave is useful is when you want to display a set of scalar values (e.g., temperature measurements) corresponding to points on a 3D surface. In this case you have one wave that describes the shape of the surface and another wave containing the scalar measurements. The application of a color wave gives you complete freedom to represent the scalar data distributed on the surface. In most cases you can create an appropriate color wave using the **ModifyGizmo** makeColorWave and makeTripletColorWave keywords to create a color wave for the data based on one of the built-in tables and then specifying an appropriate alpha in the color wave.