

USING A MESH FOR ACCURATE MONTH/HOUR LIGHTING IN TURBOCAD

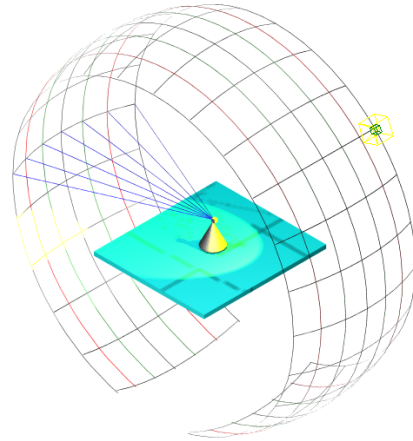
If you want accurate shadows from gnomons when using a 3d dial built in TurboCAD, then use the solar mesh.

Start TurboCAD

open: solarMesh.tcw

this model has the mesh as one group

this model has a small dial plate and a cone and you may use it or delete it as you wish, it also has one light that you will probably want to select and delete



draw a gnomon and thus a nodus

you may need to move the mesh up and along so the mesh center is on the nodus, to facilitate this, there are some lines from the mesh periphery going to its center, and the center has a tiny cube you may use when setting a light

select the mesh

rotate pulling the Z rotator as that rotates the mesh around the Y axis, rotate by the latitude

then select a directional light

right click

local snap

nearest on facet to fix the light source onto a point on the mesh where a month (declination) and an hour meet

then another right click

nearest on facet to fix the beam on a location, either the nodus, or the mesh's center which has a tiny cube you may use as a facet

select the light

properties with right click

turn light on, set color to white or yellow or whatever, change wattage to say 5 watts

you will now have an accurate shadow for the month and hour selected