I'm still not sure how I will encapsulate this feature into ConTEXt. The next few examples are simple ones, but many other alternatives are possible by setting up the functions built in PDF in the appropriate way. Most of the math involved is currently beyond me. It all has to do with interpolation between two or more points or user supplied ranges, all to be supplied in (linked) PDF 1.3 data structures as supported by version 4 viewers. One can simulate three dimensional shades as well and define simple functions using a limited set of PS primitives. Given the power of METAPOST and these PDF features, we can achieve superb graphic effects.

| circular 0 | circular 1 | circular 2 | circular 3 | circular 4 |

| circular 0 | circular 1 | circular 2 | circular 3 | circular 4 |

| linear 0 | linear 1 | linear 2 | linear 3 |

Hooking shading into METAPOST is not the problem, as demonstrated here, and generating the datastructures for PDF is also not a problem. Either I build this feature into the generic supp-pdf module, which in itself is rather trivial, or I could make it a ConTEXt specific extension. The later saves me some time adding the hooks and some support macros needed for use outside ConTEXt.

Quit Now

foreground   background