
Subject: Re: Vertical surfaces

Posted by [Struan Gray](#) on Fri, 11 Jun 1999 07:00:00 GMT

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cjengo@my-deja.com writes:

> Is there a better way to do this?

Object Graphics. Specifically, by plotting your vertical sheet as a polygon with a texture map that includes an alpha channel. I think David F has an article on this on his web page.

Failing that, you could always plot a strip-like surface with a solid skirt. If you make the strip thin enough it will look like a line, and you can then use the techniques described in my direct graphics surface plotting pages to make it transparent:

http://www.sljus.lu.se/stm/IDL/Surf_Tips/

Struan
