
Subject: Vertical surfaces

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

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Hi all,

I apologize if this is an easy fix, IDL is still a bit new to me (although David Fanning's book is a godsend!). I have a shaded surface, and plotted a wiggly line "parallel" to the yz plane hanging over the surface. I've managed to drop lines down from each point on the line and through the surface (using the z buffer), but what I'd really like to do is make a transparent surface here instead. In case my attempt at describing the visualization left you lost, check out the pic at www.bgsu.edu/~cjengo/edge.gif. I've thought of making a surface where every z value is 0 except for the nodes where the line is, but I'm pretty sure that would leave me with a big spike instead of a vertical surface. Is there a better way to do this? Thanks!

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