
Subject: Re: Transparency of Polygon Objects
Posted by [davidf](#) on Fri, 19 Nov 1999 08:00:00 GMT
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Stuart Campbell (S.I.Campbell@rl.ac.uk) writes:

> I am trying to vary the transparency of isosurfaces that I have drawn using
> IDLgrPolygon objects....Does anyone know of an easy way to do this ?

An "easy way"!? Oh, my gosh. Would you settle for an "all but impossible" way?

I don't know off hand. I'll look around a bit and see what I can do. But I've got to get some work done around here first. :-(

Cheers,

David

P.S. I *think*, but I don't actually know for sure, that the way to do this (assuming you are not putting an image on top of this with some kind of texture map) is to add a stipple pattern to the polygon object. Depending upon the "tightness" of the stipple pattern, you can more or less see through the object.

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