Subject: Re: Transparency of Polygon Objects Posted by davidf on Fri, 19 Nov 1999 08:00:00 GMT

View Forum Message <> Reply to Message

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.

--

David Fanning, Ph.D. Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155