OK, this should be my last problem with object graphics for a while.
Right now I have a ploygon object which I rotate to various angles for
display. I use user input to generate a polyline (except it's just one
line), which is inside/behind the polygon. Does the polygon object allow
for transparency? I can't find such a property in the Objects & Object
Graphics book. If not, what are my other options? Should I use a surface
or volume object?
In direct graphics, I was using a volume, I just made two different
isosurface images and added them together. I suppose I could do something
similar in object graphics, but I'm convinced there has to be a much
better way...

K-Bye,
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