
Subject: Re: 3D Visualization

Posted by [Larry Ashim](#) on Mon, 16 Oct 2000 07:00:00 GMT

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No, this is not what I want.

I am looking for a technique that truly varies color with depth from the viewer.

Any other hints out there?

Larry

Struan Gray <struan.gray@sljus.lu.se> wrote in message
news:8s78er\$s4e\$1@news.lth.se...

> Larry Ashim, kashim@earthlink.net writes:

>

>> Is there any better way to do this

>> visualization using IDL?

>

> If you are just doing simple depth-cueing (linear fade with
> distance) it is built in to the object graphics display routines.

> Just turn it on and objects will fade to the background colour

> at a rate determined by a simple pair of parameters. See the

> manual for IDLgrView for further details.

>

>

> Struan