
Subject: Re: DG SURFACES: opaque vs. transparent
Posted by [noymer](#) on Tue, 14 Nov 2000 08:00:00 GMT
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Jaco,

I tried the shade_surf, but only before the 2d plot, which results in "transparency" ---- doing it after works, but not perfectly. Looks kindof shady. Heh heh. I think I'm going to make a separate graph, though the editor will have a fit. I am trying to jam too much in one graph, I think... Thanks for the help.

Liam,

Thanks for that URL. Interesting stuff.

Cheers,
Andrew

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