
Subject: Shading surface with opacity.
Posted by [kn](#) on Tue, 14 Jun 1994 17:30:12 GMT
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Hi,

Has anybody tried to shade multiple surface with opacity values assigned to each surface. The demo library has a function `poly_plot` for such purpose. However it does a simple color shading and the resulting image is no where near my expectation. However the `polyshade` function does a decent job, but I can use opacity values in it. Ideally I would like a light source shading with opacity values.

I would really appreciate if anybody could me some pointers

-Kudi

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