
Subject: alpha-channel (clouds, fog,...)

Posted by [stephan](#) on Tue, 13 Sep 1994 15:36:15 GMT

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Hi there,

I am wondering, whether IDL gives any support for surface (or volume) rendering with translucent effects (e.g., blurring, fog, clouds etc.)- I can't find any information about an alpha-channel in the docs, so far.

Did anybody have come over the same problem or has any better idea...(or wants to start implementing it, via the z-buffer?!?!?)

any idea is more than welcome - please respond via email.

thanx, eva

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