
Subject: Multiple surface colors in the Z buffer?

Posted by [weitkamp](#) on Fri, 08 Feb 2002 17:52:20 GMT

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Hi,

I have a segmented volumetric dataset, and am displaying its segments in a single 3D image, rendering each segment surface with SHADE_VOLUME and then POLYSHADE, plotting to the Z buffer to get hidden parts removed.

This works fine except that all the surfaces are displayed in the same color. However, I would like to display every segment in a different color (yet continue to have IDL do the shading and hidden-surface removal). Does anybody know if this can be achieved and how, or where I can find material on this problem?

Timm

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Timm Weitkamp

European Synchrotron Radiation Facility (ESRF)

BP 220, F-38043 Grenoble Cedex, France
