
Subject: Re: semi-transparent IDLgrPolygon? alpha blending no good...

Posted by [David Fanning](#) on Wed, 24 Apr 2002 03:08:26 GMT

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Rick Towler (rtowler@u.washington.edu) writes:

> To put it simply, when IDL renders a transparent atom it calculates the
> color of the atom's surface as a function of it's own color, your alpha
> value, and the color of objects behind it.

And other great stuff...

Thanks, Rick. I always hate these "which is in front of which" questions because about all I can do is wave my hands a bit and "mumble, mumble, right order, mumble" my way though it. It takes a heck of a lot of time to work your way though the details of this. I'm grateful for that wonderful pimento article (which I sometimes read when I want inspiration before going to bed) and for this great advice.

You really should work on an object book. :-)

Cheers,

David

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