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

Posted by [David Fanning](#) on Tue, 23 Apr 2002 13:10:48 GMT

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Sean Dettrick (dettrick@uci.edu) writes:

- > Does anyone have a way to make semi-transparent polygon
- > objects with IDLgrPolygon?
- >
- > I would like to use IDL's fancy object graphics, but in my
- > attempts so far, alpha blending using a monochrome image only
- > makes a polygon object transparent to ITSELF, not to other
- > objects. This is pretty useless.
- >
- > I would like the red cylinder to be semi-transparent, so
- > that I can see the black cylinder through it.

I think the problem is the order in which you put your polygons in the model. I futzed around with a couple of things that didn't work, then I took the polygon you call "thisSurface" and added it to the model *after* the other polygons and Viola!, just what I wanted!

I'm not sure now exactly what I changed, but here are the relevant bits, I think.

```
; Changed the order of the polygons in model
```

```
if keyword_set(light) then thisModel->Add, light
if keyword_set(surface2) then thisModel->Add, surface2
if keyword_set(surface3) then thisModel->Add, surface3
if keyword_set(surface4) then thisModel->Add, surface4
thisModel->Add, thisSurface
```

```
; Here is how I built the drape for the image object.
```

```
alpha = replicate(128,2) # replicate(1,2)
red = replicate(200,2) # replicate(1,2)
green = replicate(20,2) # replicate(1,2)
blue = replicate(20,2) # replicate(1,2)
drape = Bytarr(4, 2, 2)
drape = [[[red]],[[green]],[[blue]],[[alpha]]]
```

```
; I made the color of drape image red, so I made the
; polygon color white.
```

```
thisSurface = OBJ_NEW('IDLgrPolygon', x, y, z, Style=2, Shading=1, $
```

```
    polygon=polygon, color=[255,255,255], $  
    texture_coord= texture_coord,$  
    texture_map=image )
```

If you can't get that to work, let me know and I'll send you the code I have.

Cheers,

David

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