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Subject: alpha + volume rendering

Posted by [Sebastian Loebbert](#) on Fri, 04 Oct 2002 15:59:41 GMT

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Hi all,

is there a way to get the alpha value of the pixel created by volume rendering?

Suppose I have a quite transparent volume in my scene and render it, then the alpha values of the resulting pixels should not be opaque but partially transparent. But if I try to get the image using `window->read()`, I get a 3-component rgb image.

Does anybody have an idea how I could get the alpha values for the pixels? This information must be available during rendering, so why isn't it handed over to the rendering window?

Best regards,

Sebastian

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