Subject: Re: IDLgrWindow, IDLgrVolume and alpha channel (more details)
Posted by s[1] on Mon, 27 Jan 2003 09:14:16 GMT
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Hi all,

first of all, thanks for all infos.
Here come some more details:
I am rendering two volumes, similar to the MRI + PET demo, but its two volumes (and not two data sets in one volume) and the zbuffer of the first is intersected with the second one.
I am rendering the two volumes to two different IDLgrBuffers.
The resulting images are then blended.

I need the alpha for two reasons:
a) To determine the contribution of each image.
b) To find the image background (o.k., that I can also do with the zbuffer).

Another, not so important reason is that I am thinking about using the alpha values from the image to adapt the transfer function.

I was already thinking about the "linear ramp and greyscale" solution, but for some volumes I have to use a non-linear opacity function, so that doesn't work.

For me, getting the 4-channel IDLgrImage Karl was talking about would be the perfect solution.
Do I understand you correctly that there is no chance to get the alpha?
Is there a difference between using a IDLgrBuffer and IDLgrWindow for this problem?
I think having the alpha channel during rendering and just throwing it away without having the least chance to get it is just stupid - there will always be someone who might make use of it...

Best regards & thanks for all help,

Sebastian