
Subject: Re: Map transparent image

Posted by [mmiller3](#) on Tue, 01 Jul 2003 19:22:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

>>>> > "Haje" == Haje Korth <haje.korth@jhuapl.edu> writes:

> I am trying to overlay a grey-shaded mask over an image to
> indicate areas where sample data are less
> reliable. However, I want the grey shaded area to be
> transparent so that I can still see the underlying data
> points.

...

> Does anyone know, how the mask can be worked into the image
> prior to display? What is the math that one would apply?

One method that you might like is alpha blending. If you have two images with two different colors (from two color maps say), calculate a new color map like

$$\text{RGB} = \text{BYTE}(\alpha * \text{FLOAT}(\text{baseRGB}) + (1.0 - \alpha) * \text{FLOAT}(\text{overlayRGB}))$$

where the *RGB are RGB 3-tuples. You can do this by hand, so to speak, in your own code if you are using direct graphics, or you can use the alpha blending that is built into object graphics.

Mike

--

Michael A. Miller

mmiller3@iupui.edu

Imaging Sciences, Department of Radiology, IU School of Medicine
