Subject: Re: Map transparent image
Posted by Haje Korth on Tue, 01 Jul 2003 15:04:53 GMT

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I have found that article an hour ago searching the net in desperation. The pixelation stuff looks extremely ugly. However, I like the object graphicsw stuff and now I have an excuse to learn object graphics! I knew sooner or later I would get the opportunity. it is actually not that hard. after a few tries i even got it to work with ION. Thanks for the hint though. I should have never posted without consulting your site first... :-)

Haje

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.196b397bada48ac5989696@news.frii.com...
> Haje Korth 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. I do
not
>> want to use 'contour' since the results look rather confusing; too many
>> patches. As far as I can see, the IDL map_image command does not provide
>> such settings. Does anyone know, how the mask can be worked into the
image
>> prior to display? What is the math that one would apply?
>
> There is a pixelation technique described in this article
> that I think would work:
>
>   http://www.dfanning.com/color_tips/color_overlay.html
>
> Create two images: one normal and the other normal with
> the gray mask opaquely on top. Then pixelate the two.
> You should end up with an image in which the colors show
> through the gray, where the gray is present and looks normal
> otherwise.
>
> Cheers,
>
> David
>
> P.S. I haven't tried this, but sometimes you just
> feel extraordinarily confident something is going to
> work. :-)

>
> --
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> Coyote's Guide to IDL Programming: http://www.dfanning.com/
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