
Subject: Re: Is it possible a transparent image in space ???
Posted by [Antonio Santiago](#) on Wed, 31 Mar 2004 16:43:11 GMT
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This seems a crazy dialog :) with myself.

For some strange reason (i suppose reason are me) my polygons (slices X, Y, Z) with a semi-transparent texture map image aren't transparent among them, but when i draw an IDLgrVolume in the space, the slices are transparent with respect the volume.

Well, i suppose the order i am drawing the slices and the rest of objects isn't right :(I'm a fuker newbie :)

Thanks for all.
Antonio

Antonio Santiago wrote:

```
> Hi Rick,  
>  
> sorry to bother you another time but i just seeing some examples found  
> in google about texture maps transparencies and i think i am doing the  
> same.  
>  
> My code is a little big (is part of a more big program) so i put some  
> important lines.  
> (I have one IDLgrModel and put a polygon with a texture_map and a simple  
> IDLgrImage.)  
>  
>  
> -First i create two IDLgrImage ('oXImage' and 'ximage'. 'oXImage' will  
> be a texture map and 'ximage' will be a simple image put on a IDLgrModel):  
>  
> Note: The first data i put into image DATA is not an alpha image. I  
> create later this.  
>  
> ;Imagen corte X  
> img_x_data = data_vol[0,*,*]  
> img_x_data = REFORM(img_x_data, sizes[1], sizes[2])  
> oXImage = OBJ_NEW('IDLgrImage', img_x_data, $  
>   XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $  
>   PALETTE=sEstado.oPalPolygon, BLEND_FUNCTION=[3,4])  
> sEstado.oXSlidImage = oXImage  
> sEstado.oHolderTemp->Add, oXImage  
>  
> ximage = OBJ_NEW('IDLgrImage', img_x_data, $
```

```

> XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $
> PALETTE=sEstado.oPalPolygon, BLEND_FUNCTION=[3,4])
> sEstado.oTopModelVol->Add, ximage
> sEstado.ximage=ximage
>
>
> -Then i create one IDLgrPolygon and assing oXImage as a texture_map:
>
> oXSlide = OBJ_NEW('IDLgrPolygon', COLOR=[255,255,255], $
> [[0,0,0],[0,y,0],[0,y,z],[0,0,z],[0,0,0]], $
> THICK=2, STYLE=2, $
> XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $
> TEXTURE_MAP=oXImage, TEXTURE_COORD=[[0,0], [1,0], [1,1],[0,1],
> [0,0]])
> sEstado.oVolumeModelVol->Add, oXSlide
> sEstado.oXSlide = oXSlide
>
> -Final when i move the polygon i caught some data, convert to alpha
> image and assign to both texture_map image and simple image:
>
> ...
> c[:,*,0] = red(img_x_data[:,*])
> c[:,*,1] = green(img_x_data[:,*])
> c[:,*,2] = blue(img_x_data[:,*])
> c[:,*,3] = 100
>
> sEstado.ximage->SetProperty, DATA=c, INTERLEAVE=2, $
> XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv
> sEstado.oXSlideImage->SetProperty, DATA=c, INTERLEAVE=2, $
> XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv
>
>
> The result is: the simple image put on the IDLgrModel is transparent but
> the texture map not.
>
> I think it is the same as all examples.
>
>
> Well, if you arrive here a lot of thanks for your patient and time :)
>
> -----
> Antonio.
>

```
