Subject: Re: how do I create an image file from an object graphics window?
Posted by Rick Towler on Thu, 29 Jul 2004 16:19:17 GMT

Haje Korth wrote:

> Karl,
> oops, for some reason I did not see your post until now. I do not expect the
> clipboard object to produce miracles. All I expect it to do is to produce
> the same quality as set_plot,'ps', which produces nice vector output. Is
> this asking for too much? I do not use any projections, shadings, etc. All I
> do is overlaying images with alpha blending.

Yes, you are asking too much. :)

I don't know about WMF but postscript 3 doesn't support alpha blending
for vector elements. The current pdf spec does, and word is that 4 will
but for now the only way is thru hacks of one sort or another. Even the
major vector illustration packages have trouble with alpha blending
elements (most produce decent on screen results but fall down when you
go to print). So for now I don't think you'll get your alpha blending.

> The bitmapped mode of the clipboard object is extremely lousy, as all fonts
 > are bitmapped too.

Everyone's bustin' on the bitmap.

FWIW, we submit bitmaps for publication all of the time and I think they
look pretty good on the page. For really big figures you are out of
luck but a max of around 10" x 10" should cover most situations. (I am
still trying to work out a way to stitch together multiple images from a
perspective projection. Any thoughts are welcome :)

And you can always export your bitmap and add your annotations in a
vector drawing program.

-Rick