

```
;Hello, try this code, i think it may help.  
;s should be the opaque white obj. in the creation  
;with idlgrpolygon you can set the color.  
;attend the values in "image" for red, green and blue you  
;have to set 255
```

```
; create 2 simple objects
```

```
vol=bytarr(10,10,10)  
vol[1:8,1:8,1:8]=1
```

```
vol2=bytarr(10,10,10)  
vol2[3:5,3:5,3:5]=1
```

```
isosurface, vol, 1, v, c  
  s=obj_new('IDLgrPolygon', v, polygons=c, $  
            color=[255b,255b,255b],shading=1)
```

```
isosurface, vol2, 1, v, c  
  r=obj_new('IDLgrPolygon', v, polygons=c, $  
            color=[0b,0b,255b],shading=1)
```

```
; create Alphachannel, you can choose from 0-255,  
; 0 is completely opaque
```

```
image=BYTARR(4,256,256)  
image[0,*]=REPLICATE(255b,256,256) ; red channel  
image[1,*]=REPLICATE(255b,256,256) ; green channel  
image[2,*]=REPLICATE(255b,256,256) ; blue channel  
image[3,*]=REPLICATE(30,256,256) ; alpha channel  
;image[3,*]=REPLICATE(200,256,256) ; alpha channel
```

```
; change the greyvalues to understand how it works
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```
;image=BYTARR(4,256,256)  
;image[0,*]=REPLICATE(255b,256,256) ; red channel  
;image[1,*]=REPLICATE(0b,256,256) ; green channel  
;image[2,*]=REPLICATE(0b,256,256) ; blue channel  
;image[3,*]=REPLICATE(30,256,256) ; alpha channel  
;  
;image=BYTARR(4,256,256)  
;image[0,*]=REPLICATE(0b,256,256) ; red channel  
;image[1,*]=REPLICATE(0b,256,256) ; green channel
```

```
;image[2,*]=REPLICATE(255b,256,256) ; blue channel
;image[3,*]=REPLICATE(30,256,256) ; alpha channel

; create imageobj

oimage=OBJ_NEW('IDLgrIMAGE',image, INTERLEAVE=0, BLEND_FUNCTION=[3,4])

; set texture map to obj

s->setproperty,texture_map=oimage

; create model obj

theModel = Obj_New('IDLgrModel')

; add opaque and transparent obj to model

themodel->add,r
themodel->add,s

xobjview,theModel,/block
obj_destroy,themodel

end

;best regards, Robert
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