
Subject: background transparency in tvscl?

Posted by [Grant W. Petty](#) on Tue, 28 Jun 2005 20:09:22 GMT

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I am using IDL (Version 5.4 (linux x86)) routines 'scale3', 'shade_volume', 'polyshade', and 'tvscl' to render and display isosurfaces associated with a 3D array. I am subsequently using 'axis' to add cartesian axes to the rendered image.

Is there a way to make the background of the image resulting from 'polyshade' transparent so that I can call 'axis' once *before* 'tvscl', so that a rear vertical axis can be plotted that is obscured only by the foreground part of the image? Right now, if I call 'axis' before 'tvscl', the plotted axis gets completely wiped out. If I plot it after, it appears on top of the rendered volume, rather than behind it.

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