Subject: Re: How to avoid texture-map overlapping?
Posted by Rick Towler on Wed, 16 Nov 2005 01:00:32 GMT
View Forum Message <> Reply to Message

uniqrat@163.com wrote:
> Thanks a lot for the advice from both of you.
> Although I have learned programming with IDL for several years, I am a
> fresher in this problem. So if you can provide some example in this
> field, I believe I can learn more and discuss this problem in near
> future, ^_^.

I'll see what I can dig up.

> It's still a nut for me to crack. Jim Pendleton sent me a letter in
> which he told me add a keyword "reject=1" . It quite appears
> overlapping can not be seen. But I am not sure if overlapping is
> avoided.

This is a cheap fix ;)

If you have read some of the other posts regarding this topic what you will have gathered is that the line or "seam" you see is the boundary between the part of the beam where both the back and front parts of the beam have been rendered and where only the front has been rendered. If you have a black background and a white beam, the lighter section of the beam is actually the "correct" rendering as it is comprised of the color from the background + the color from the back of the beam + the color from the front of the beam. By setting REJECT=1 the polygons that comprise the back side of the beam are hidden. In effect you are only seeing the front half of the beam. The end result is a beam without the seam but also one that is darker than expected.

If you never look at the beam ends then this doesn't matter. But (as in my case) you regularly look at the beam end you expect the beam "face" to be darker than the beam "walls" and these color differences define the beam edges. Maybe a minor point but most people picked up on it quickly when playing with my application.

At the same time this may work perfectly well for you and you don't have to invest a lot of time taking the complicated approach. I couldn't help it. I'm a stickler for details... :)

-Rick