
Subject: object graphics - transparent surfaces

Posted by [greg michael](#) on Tue, 30 May 2006 07:20:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm trying to make some 3d red/blue anaglyphs using object graphics. I manage to blend the red surface onto the blue using the alpha channel and /depth_test_disable on the second surface, something like:

```
oSurface2 = OBJ_NEW('IDLgrSurface', data,x,y, style=2, alpha=.5, $
    color=[255,255,255],texture_map=olmage2,shading=1)
oModel2 = OBJ_NEW('IDLgrModel',/depth_test_disable)
oModel2->add,oSurface2
```

In most cases it works fine, but occasionally I get ugly pure-red bands on the tops of steep ridges. Looking more closely at the idlgrsurface alpha_channel documentation, it seems to be saying this technique is not recommended... some facets may be rendered in the wrong order for transparency. So is there a better way?

I could render one, read it back, then the other, read it back, blend them myself, and then display. But that wouldn't be a nice way to make an interactive object. By the way, I'm using 6.1, just in case anyone happens to know whether it's been changed since.

regards,
Greg
