
Subject: Re: object graphics - transparent surfaces
Posted by [greg michael](#) on Tue, 06 Jun 2006 12:53:08 GMT
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Thanks, Mike. Yes, that's what I do. The peaks do stick out, but what you would expect would be a blue or red shadow on topographic edges. What I get (when things go badly) are blocks of pure red, where the underlying (from behind the ridge) blue information is obliterated. A pity there's no image posting facility here - I could show you.

I agree that your solution should work - in the short term, I shall probably do that.

many greetings,
Greg

mgalloy@gmail.com wrote:

- > Presumably, you rotate or translate each surface some small amount to
- > represent the change between eyes? Doesn't this cause peaks of the
- > surface stick out? The problem with transparency in object graphics is
- > the order the atoms are added to their parent matters. So if you have
- > two atoms that intersect -- i.e. neither is strictly in front or behind
- > the other, sometimes one is in front, sometimes the other is -- then
- > you can't choose an order that makes the transparency work.
- >
- > My suggestion would be to rotate and render each surface separately in
- > a buffer, read the buffer, and then blend the images (either yourself
- > or using ALPHA_CHANNEL).
- >
- > I wrote some code that does this, but I have to re-implement this in
- > order to give it away.
- >
- > Mike
- > --
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