
Subject: Re: object graphics - transparent surfaces
Posted by [Michael Galloy](#) on Fri, 16 Jun 2006 15:52:28 GMT
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greg michael wrote:

> 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
>

OK, check out

<http://michaelgalloy.com/2006/06/16/anaglyphs-mggr3dconvert-r-and-mggrwindow3d.html>

and see if that works for you. You should be able to make your normal
object graphics hierarchy and then make a MGgrWindow3D as your destination:

```
owindow = obj_new('MGgrWindow3d')  
owindow->draw, oview
```

Mike

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