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Subject: Rendering order

Posted by [Kenneth P. Bowman](#) on Wed, 12 Jul 2006 22:45:10 GMT

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I am drawing a fairly complicated 3-D plot using `lsurface`. I then overplot some points using `iPlot`. I would like the surface to be semi-transparent (I know how to do that), so that I can see the points through the surface.

In order for this to work, the points must be rendered before the surface. I would rather not re-structure my program to make this work. Is there any easy way to change the rendering order so that the `iPlot` objects are rendered before the surface? (Like a keyword to `iPlot`? :-) )

Ken

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