Subject: Re: how would one do this in IDL?
Posted by Serdar Manizade on Fri, 06 Oct 1995 07:00:00 GMT
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A technique I used to produce some graphics might be useful to you. If anyone has a better approach I would really like to hear it.

I had information from three sources that I wanted to combine. It so happens that one ingredient was a map with filled continents. Here's an abridged summary (for one data set over a map):

```
set_plot,'z' & device,z_buff=0,set_resolution=...
set_shading,values=[...]   ; limit the number of shades used for each plot
surface,yourcoords,/nodata       ; set up coords for data set #1
img1=polyshade(coords,polygons)  ; render data set #1 as you like
map_set,/fill,color=1 ; make your map
img2=tvrd()
k=where(img2 EQ 1)
img1(k)= deltashade + img1(k)   ; deltashade is a scalar
set_plot,'x'
loadct,0  ; or some color table with a band of continuous colors
tv,img1
```

There is a lot of room for improvisation here. I would like to hear about the approach that you eventually use.

gennari@news.Hawaii.Edu (Scott Gennari) wrote:
> I would like to polyfill a global map and then overlay a
> cloud layer on top it while not masking out either data
> layer,(i.e., filled landmass with cloudcover is still visible
> with some change in color - like looking at an object through
> fog). I've searched around the IDL docs but found nill.
>
> How might I achieve this effect with IDL v4.0.1 ? Any
> suggestions would be greatly appreciated.
>
> Scott Gennari
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