
Subject: Re: How to create a transparent shadow on the PostScript device?

Posted by [Craig Markwardt](#) on Mon, 10 Aug 2009 14:45:58 GMT

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On Aug 10, 8:28 am, "dux...@gmail.com" <dux...@gmail.com> wrote:

> Hi, all.

>

> There is a method to create a transparent polygen in David's website.http://www.dfanning.com/code_tips/transpoly.html

>

> But it seems that it does not work on the PS device.

> Is there anyone who can give me a simple example of creating a

> transparent shadow on the PS device?

David's technique requires that your program can interact with the output device, which does not happen for postscript output.

Postscript does not have specific transparency options. You would basically need to render your full scene on the screen, or in a Z buffer, and then print the resulting pixmap.

Craig
