
Subject: Re: Surface Tutorial (Was: Z-Buffer question)
Posted by [Christian Soeller](#) on Fri, 21 Feb 1997 08:00:00 GMT
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davidf@dfanning.com (David Fanning) writes:

- > If you haven't yet seen this tutorial, you are missing a
- > treat. Struan has a unique and simple way of making
- > colored images appear transparent in the Z-buffer.
- > Take a look.

Agree absolutely ! Very well designed and structured pages. It would be great if Stuart would update them once IDL5.0 is out to show us how to get the "real" transparency effect which will then be possible using OpenGL !

Christian
