
Subject: Re: semi-transparent (iso)surfaces
Posted by [davidf](#) on Wed, 28 Jul 1999 07:00:00 GMT
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Waleed Al-Nuaimy (geoserv@compuserve.com) writes:

- > Is it possible to make surfaces and isosurfaces (IDLgrSurface's and
- > IDLgrPolygon's) exhibit the same semi-transparency that one can achieve
- > with alpha blending in IDLgrImage's ?

Certainly. Use the blended IDLgrImage as a texture map on the surface or polygons.

Cheers,

David

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