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Subject: Re: overlapping plots  
Posted by [pcp2g](#) on Mon, 10 Jan 1994 18:52:13 GMT  
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In article <1994Jan10.064703.1@aurora.alaska.edu>, ftacn@aurora.alaska.edu writes:

|> I've got a question: I'm making  
|> some IDL plots that have  
|> shaded regions that overlap.  
|> Right now, the region that's printed first  
|> covers up the other region. Do you  
|> know of a way to make it so the both  
|> shaded regions can be seen and the one  
|> in the foreground doesn't totally  
|> block out the one behind? I guess  
|> what I want is a shading that acts  
|> transparent so that you can still  
|> see the shaded region under it.  
|> Did that make sense? Got any ideas?

If this is for a presentation, make transparent overheads of the graphs. Then overlaying them will work.

If it's for publication, same thing: just overlay them and xerox 'em. Not really a digital solution, but it should work.

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\* Phil Plait                    pcp2g@virginia.edu  
\* Baby Member (by 1.83 years), STOFF  
\* "To escape from our own island, we must each metaphorically  
\* kill our own Gilligan..."

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Subject: Re: overlapping plots  
Posted by [sterne](#) on Mon, 10 Jan 1994 23:39:04 GMT  
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>>>> > "Andy" == ftacn <ftacn@aurora.alaska.edu> writes:

Andy> I've got a question: I'm making some IDL plots that have shaded  
Andy> regions that overlap. Right now, the region that's printed first  
Andy> covers up the other region. Do you know of a way to make it so  
Andy> the both shaded regions can be seen and the one in the foreground  
Andy> doesn't totally block out the one behind? I guess what I want is  
Andy> a shading that acts transparent so that you can still see the  
Andy> shaded region under it. Did that make sense? Got any ideas?  
Andy> -Andy

One way would be to get the two plots (images or whatever) into two separate images; use tvrd to read the screen, for example, or use any of the routines which generate an image for subsequent display by tv (polyshade, for example).

Lets assume you end up with two equally sized byte-scaled image arrays, front\_im and back\_im. Determine the value which corresponds to your background (generally 0b on the screen, often 255b for the printer). I'll suppose here its 0b. Then

```
im_final = im_front          ; start to construct final image
;
ind_bg = where(im_final eq 0b) ; find indices of "background"
;
im_final(ind_bg) = im_back(ind_bg) ; overwrite background with
                                   ; back image, otherwise leaving
                                   ; front image unaffected.

tv,im_final                  ; display it
```

This can look kinda grainy unless you choose a large enough window to do the tvrd in, but it does work.

Hope this helps,  
Phil

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