
Subject: Re: DG SURFACES: opaque vs. transparent
Posted by [noymer](#) on Tue, 14 Nov 2000 08:00:00 GMT
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Jaco,

I tried the shade_surf, but only before the 2d plot, which results in "transparency" ---- doing it after works, but not perfectly. Looks kindof shady. Heh heh. I think I'm going to make a separate graph, though the editor will have a fit. I am trying to jam too much in one graph, I think... Thanks for the help.

Liam,

Thanks for that URL. Interesting stuff.

Cheers,
Andrew

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Subject: Re: DG SURFACES: opaque vs. transparent
Posted by [Liam E. Gumley](#) on Tue, 14 Nov 2000 08:00:00 GMT
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Andrew wrote:

> Is there a way to make DG SURFACES opaque as opposed
> to transparent? I've got lines showing.
>
> I'm not talking about hidden line removal, rather
> the fact that other graphs that go "under" the
> surface (according to the perspective) show though.
> This is when, e.g., I draw a surface and then a 2D
> plot, projected onto one of the walls of the aquarium.

I'd look here for inspiration:
http://www.sljus.lu.se/stm/IDL/Surf_Tips/

Cheers,
Liam.
<http://cimss.ssec.wisc.edu/~gumley>

Subject: Re: DG SURFACES: opaque vs. transparent
Posted by [Jaco van Gorkom](#) on Tue, 14 Nov 2000 08:00:00 GMT
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Drawing a wire mesh is not supposed to have an opaque effect, I suppose... I haven't tried, but SHADE_SURF should do the trick, with the keyword SHADES set to an array of !p.background (so that it just erases, without light source shading).

So first set up the transform, then do your plot on the wall, then erase the surface, then draw a wire mesh again.

No doubt you will run into yet another problem, but it should be fun. I find it hard to believe, though, that all this will lead to a plot of outstanding clarity... :-)

Jaco

"Andrew" <noymer@my-deja.com> wrote in message
news:8uqth9\$hf8\$1@nnrp1.deja.com...

> Dear C.I.i-p,

>

> Is there a way to make DG SURFACES opaque as opposed
> to transparent? I've got lines showing.

>

> I'm not talking about hidden line removal, rather
> the fact that other graphs that go "under" the
> surface (according to the perspective) show though.
> This is when, e.g., I draw a surface and then a 2D
> plot, projected onto one of the walls of the aquarium.

>

> This arose from my finding a solution to my earlier
> problem...

>

> TIA,
> Andrew

>

>

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