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Subject: Re: Is it possible a transparent image in space ???

Posted by [Rick Towler](#) on Mon, 29 Mar 2004 18:31:14 GMT

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"Antonio Santiago" wrote...

- > i know it is possible to put two images in the same "plane" and make one
- > of two semi-transparent to allow see the second image.
- > My question is: Is it possible to create an image as a texture of
- > polygon and make it be transparent in the 3D space? (transparent for
- > other planes).

Yes.

Take that image with an alpha channel and apply it as a texture to a planar polygon. Position that polygon in space either by manipulating its vertices or by transforming the model that contains it.

You must make sure that your objects are drawn back to front (-z to +z) otherwise you'll not see the far objects thru the near objects.

-Rick

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Subject: Re: Is it possible a transparent image in space ???

Posted by [Antonio Santiago](#) on Tue, 30 Mar 2004 06:46:10 GMT

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That seems not work.

I have a program similar to d\_vectrack, but i want my slices to be semi-transparent.

I try put on a polygon an image texture (with alpha channel) as you say but it doesnt works. The image is right visualized but it is not transparent, it is see lika if it isn't transparent.

I'm continue trying.

Bye and thanks.

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Subject: Re: Is it possible a transparent image in space ???

Posted by [Antonio Santiago](#) on Tue, 30 Mar 2004 07:06:24 GMT

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Mmm... i am making crazy.

Just i have put an image with alpha channel in plane XY, and the same image as a texture map of a polygon in another plane. TRhe result is the

image object is transparent but the polygon object (with image texture)  
no!!! argg.

Do you know any example to make this ok? Am i makeing wrong anything?

Thanks anyway.  
Antonio.

Rick Towler wrote:

> "Antonio Santiago" wrote...

>

>

>> i know it is possible to put two images in the same "plane" and make one  
>> of two semi-transparent to allow see the second image.

>> My question is: Is it possible to create an image as a texture of  
>> poligon and make it be transparent in the 3D space? (transparent for  
>> other planes).

>

>

> Yes.

>

> Take that image with an alpha channel and apply it as a texture to a planar  
> polygon. Position that polygon in space either by manipulating its vertices  
> or by transforming the model that contains it.

>

> You must make sure that your objects are drawn back to front (-z to +z)  
> otherwise you'll not see the far objects thru the near objects.

>

> -Rick

>

>

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Subject: Re: Is it possible a transparent image in space ???

Posted by [Rick Towler](#) on Tue, 30 Mar 2004 17:38:36 GMT

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"Antonio Santiago" wrote ...

> Mmm... i am making crazy.

>

> Just i have put an image with alpha channel in plane XY, and the same  
> image as a texture map of a polygon in another plane. TRhe result is the  
> image object is transparent but the polygon object (with image texture)  
> no!!! argg.

>

> Do you know any example to make this ok? Am i makeing wrong anything?

Why don't you post your simple example? Then we can see what you might be doing wrong. At this point all you want to do is texture map a polygon with an image containing an alpha channel. Your example should only be 5 or so lines. Use XOBJVIEW to display it.

As for examples, I don't know of any in the IDL distribution. I know this has been covered in depth before in this group. You could use google to search the archives.

-Rick

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Subject: Re: Is it possible a transparent image in space ???  
Posted by [Antonio Santiago](#) on Wed, 31 Mar 2004 09:02:44 GMT  
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Hi Rick,

sorry to bother you another time but i just seeing some examples found in google about texture maps transparencies and i think i am doing the same.

My code is a little big (is part of a more big program) so i put some important lines.  
(I have one IDLgrModel and put a polygon with a texture\_map and a simple IDLgrImage.)

-First i create two IDLgrImage ('oXImage' and 'ximage'. 'oXImage' will be a texture map and 'ximage' will be a simple image put on a IDLgrModel):

Note: The first data i put into image DATA is not an alpha image. I create later this.

```
;Imagen corte X
img_x_data = data_vol[0,*,*]
img_x_data = REFORM(img_x_data, sizes[1], sizes[2])
oXImage = OBJ_NEW('IDLgrImage', img_x_data, $
    XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $
    PALETTE=sEstado.oPalPolygon, BLEND_FUNCTION=[3,4])
sEstado.oXSlidImage = oXImage
sEstado.oHolderTemp->Add, oXImage

ximage = OBJ_NEW('IDLgrImage', img_x_data, $
    XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $
    PALETTE=sEstado.oPalPolygon, BLEND_FUNCTION=[3,4])
sEstado.oTopModelVol->Add, ximage
```

```
sEstado.ximage=ximage
```

-Then i create one IDLgrPolygon and assing oXImage as a texture\_map:

```
oXSlide = OBJ_NEW('IDLgrPolygon', COLOR=[255,255,255], $  
  [[0,0,0],[0,y,0],[0,y,z],[0,0,z],[0,0,0]], $  
  THICK=2, STYLE=2, $  
  XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv, $  
  TEXTURE_MAP=oXImage, TEXTURE_COORD=[[0,0], [1,0], [1,1],[0,1], [0,0]])  
sEstado.oVolumeModelVol->Add, oXSlide  
sEstado.oXSlide = oXSlide
```

-Final when i move the polygon i caught some data, convert to alpha image and assign to both texture\_map image and simple image:

```
...  
c[*,*,0] = red(img_x_data[*,*])  
c[*,*,1] = green(img_x_data[*,*])  
c[*,*,2] = blue(img_x_data[*,*])  
c[*,*,3] = 100
```

```
sEstado.ximage->SetProperty, DATA=c, INTERLEAVE=2, $  
  XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv  
sEstado.oXSlideImage->SetProperty, DATA=c, INTERLEAVE=2, $  
  XCOORD_CONV=xconv, YCOORD_CONV=yconv, ZCOORD_CONV=zconv
```

The result is: the simple image put on the IDLgrModel is transparent but the texture map not.

I think it is the same as all examples.

Well, if you arrive here a lot of thanks for your patient and time :)

-----  
Antonio.

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