Subject: Re: questionable display of an IDLgrPolygon Object with some transparency

Posted by David Fanning on Tue, 21 Dec 2004 14:25:26 GMT

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Karsten Rodenacker writes:

- > I have a bit surprising display of an IDLgrPolygon object with some
- > transparency using xobjview, which shows under certain directions some
- > rippling (Windows XP SP 2, IDL 6.1.1). A reduced screenshot is stored
- > under http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Examp le.jpg.

>

- > The same object I have saved into a VRML File. It does not show this
- > behaviour using the Cortona viewer, although transparency does not come
- > out. It can be found under
- > http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Examp le.wrl. Be
- > patient, it is about 10 MB long!

>

- > If there is some experience in the group any hints are appreciated to
- > avoid this rippling.

Have you tried this with both software AND hardware rendering turned on? Worth a try. Often one works when the other doesn't.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: questionable display of an IDLgrPolygon Object with some transparency

Posted by Karsten Rodenacker on Tue, 21 Dec 2004 14:50:48 GMT View Forum Message <> Reply to Message

On Tue, 21 Dec 2004 07:25:26 -0700, David Fanning <davidf@dfanning.com> wrote:

> Karsten Rodenacker writes:

>

- >> I have a bit surprising display of an IDLgrPolygon object with some
- >> transparency using xobjview, which shows under certain directions some
- >> rippling (Windows XP SP 2, IDL 6.1.1). A reduced screenshot is stored
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- >> avoid this rippling.

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- > Have you tried this with both software AND hardware
- > rendering turned on? Worth a try. Often one works when
- > the other doesn't.

I had Hardware rendering, and tried Software but without difference in the displayed result. In

http://ibb.gsf.de/homepage/karsten.rodenacker/Misc_WWW/Examp le1.jpg there is a nice Jalousie effect. Unluckily my objects behind the Jalousie are not so extraordinary...

Karsten Rodenacker

-----:-)

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Subject: Re: questionable display of an IDLgrPolygon Object with some transparency

Posted by David Fanning on Tue, 21 Dec 2004 15:23:12 GMT

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Karsten Rodenacker writes:

- > I had Hardware rendering, and tried Software but without difference in the
- > displayed result. In
- > http://ibb.gsf.de/homepage/karsten.rodenacker/Misc WWW/Examp le1.jpg there
- > is a nice Jalousie effect. Unluckily my objects behind the Jalousie are
- > not so extraordinary...

Humm, well then, following my reading of Sherlock Holmes, I would have to conclude this is how it is *suppose* to look!

Cheers,

David

P.S. I think what you are looking at is the "quantum foam" I've been reading about in Brian Greene's latest books. If you are still shopping for your physics friends, I highly recommend both The Elegant Universe and The Fabric of the Cosmos. They both confirm my suspicion that the world is a mystery. :-)

--

David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: http://www.dfanning.com/