Subject: Transparency for IDLgrVolume in IDL 6.1
Posted by Mary on Mon, 18 Jul 2005 19:26:21 GMT
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Hello,

I've read thru this group for the 'pimento problem' and 'alpha blending' information. It's been very interesting and educational, but I still haven't been able to correct the problem I'm having with transparencies using IDLgrVolumes. I thought upgrading to IDL 6.1 would make my life easier but no change so far...

I have 2 separate IDLgrVolume objects (1 large volume and 1 small volume) and 1 IDLgrPolygon object. All 3 belong to the same IDLgrModel. I want to display the small volume and the polygon within the large volume. Hence, I want the large volume to be semi-transparent so that I can see the small volume and the polygon object within it. However, I want the small volume and the polygon to be opaque so that I cannot see them through each other. The small volume and the polygon object may overlap in the 3D space, but I only want to see the sections that don't overlap. I.e. I would like to be able to visualize the depth of the small volume and the polygon within the large volume and their position with respect to each other.

I'm trying to use IDL's 6.1 new capability for alpha channels with IDLgrVolume for the larger volume, but with no success. The larger volume is still opaque and I can't see through it. As another option, I've tried to create & use the RGB_TABLE & OPACITY_TABLE properties for the volumes but the transparency still dosn't look right.

Any suggestions on how to use the new ALPHA_CHANNEL property in IDL 6.1 correctly? Do I also need to use the other properties: RGB_TABLE, OPACITY_TABLE, DEPTH_CUE, DEPTH_TEST_FUNCTION, COMPOSITE_FUNCTION, ZBUFFER? How am I supposed to combine them?

Thank you for your help!
Mary

P.S. Once I get the correct settings for the transparency of the larger volume, I'll still have to face the 'pimento problem' to be able to view all objects in the correct positions. But that'll be a different challenge...