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Subject: Re: Rendering 3D surfaces  
Posted by [sjt](#) on Wed, 12 Apr 1995 07:00:00 GMT  
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The POLYSHADE routine in the Z-buffer is probably your best bet.

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+-----+-----+-----+
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Subject: Re: Rendering 3D surfaces  
Posted by [Fergus Gallagher](#) on Wed, 12 Apr 1995 07:00:00 GMT  
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Suggest you look in the IDL manual under "Z-buffer"

Fergus

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