> I have been using polyshade (as well as slicer) in order to render a 3-D data set
> of MRI head data. I was wondering if anyone
> knew how I could make the head appear translucent? Any insight would be greatly
> appreciated.

If you're using PV-Wave, looking into the MESH, RENDER and VOL_REND
procedures. There are examples in the manuals where they do things
similar to what you seek.
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