
Subject: Surface Tutorial (Was: Z-Buffer question)
Posted by [davidf](#) on Thu, 20 Feb 1997 08:00:00 GMT
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Struan Gray <struan.gray@sljus.lu.se> writes:

> I'm just putting the finishing touches to a surface
> plotting tutorial:
>
> http://www.sljus.lu.se/stm/IDL/Surf_Tips/
>
> which describes another way round this problem. The
> idea is to plot just the grid and then use that as a mask
> to overlay or extract information on/from other pictures.
> See the web page for more detail.

If you haven't yet seen this tutorial, you are missing a treat. Struan has a unique and simple way of making colored images appear transparent in the Z-buffer. Take a look.

An excellent job, Struan. Thanks for letting us in on the secrets.

David

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