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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