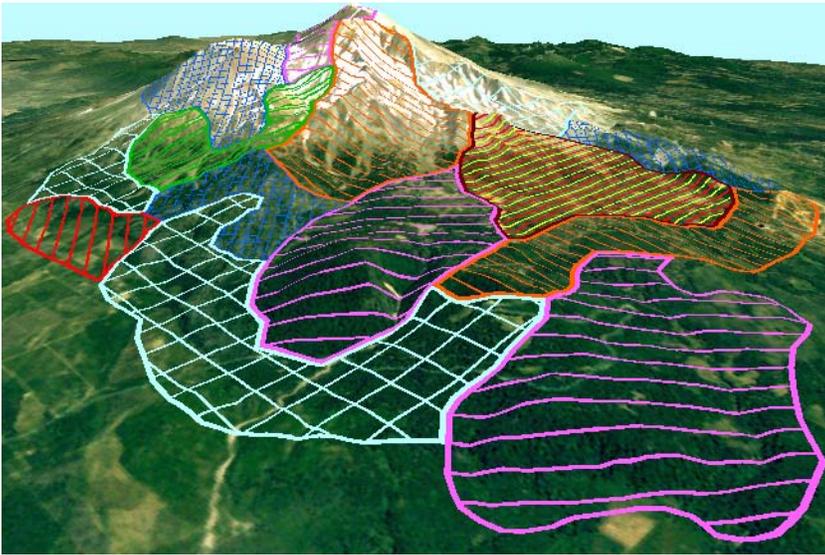
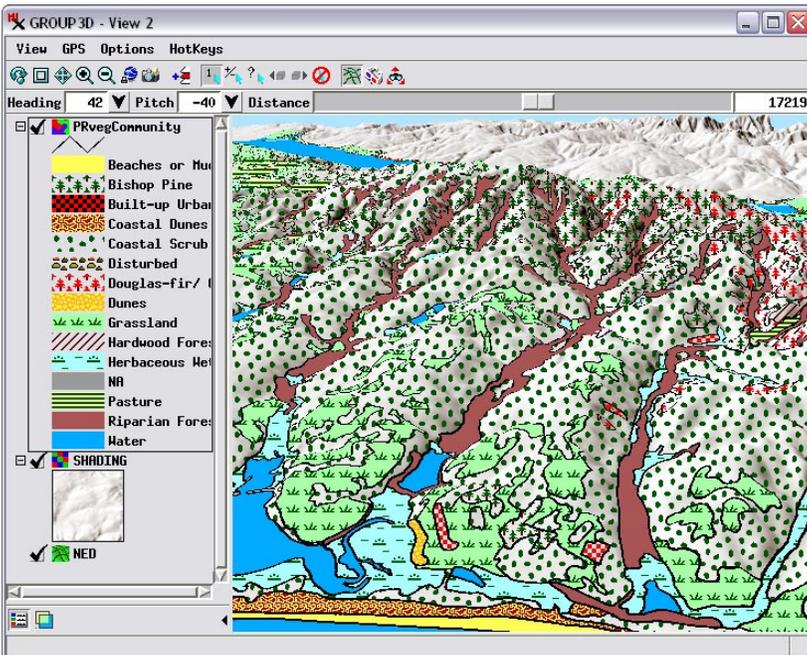


# Polygon Styling Options

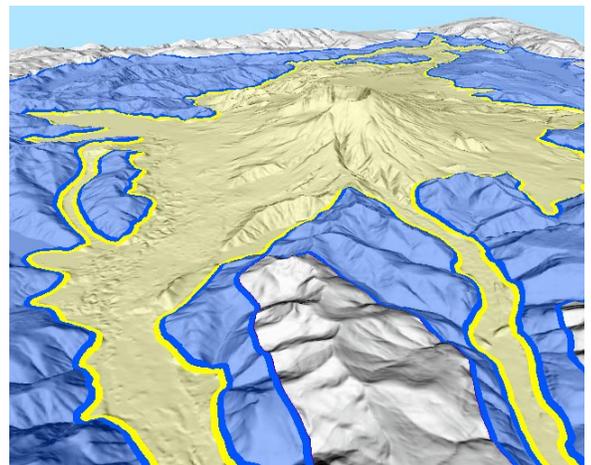


The line elements that make up hatch pattern polygon fills are draped over the undulating terrain surface just like the polygon borders. Hatch elements also maintain orientations that are fixed to the geographic framework of the geodata. Because of these attributes, hatch patterns add to the perspective effect of the 3D View, and their transparent backgrounds can allow significant detail in underlying layers to show through.

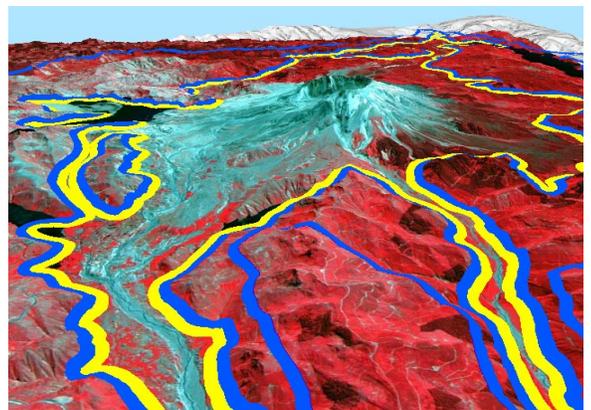


The vector layer in the view above incorporates both solid (opaque) and bitmap polygon fill patterns. Bitmap fill patterns can have either a completely transparent background or an opaque color background. You can design bitmap fill patterns to incorporate symbology representative of the map unit, such as the grassland, herbaceous wetland, and pine units in this view. However, bitmap fills are rendered to the plane of the screen without perspective scaling. Open bitmap fills with transparent backgrounds work best in 3D views, because they reveal underlying layers that contribute more sense of perspective, such as the shading raster in this view.

Vector layers with polygons can be rendered in TNT 3D Views with any of the styling options available for 2D display. Polygons can be filled with a solid color (opaque or with any percentage of partial transparency), bitmap fill patterns, or hatch patterns. The borders of polygons can be rendered as solid lines in any color, or as line patterns using single or multiple colors. Polygon borders in 3D Views are drawn with their outer edge at the boundary so that the borders of adjoining polygons do not overlap, but remain distinct around the entire margin of each polygon.



Solid fill colors for polygons can be set to have any degree of partial transparency (0 to 100%) to reveal features in underlying layers. Translucent fills work best with simple underlying layers like the shading raster shown here.



When polygons overlay visually complex layers such as color images, using wide polygon borders with no fill reveals the maximum detail in the underlying image while still identifying the nature of the areas bounded by the polygons.