Subject: Re: Transparent texture mapped polygons
Posted by David Fanning on Tue, 26 Mar 2002 01:16:20 GMT
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Rick Towler (rtowler@u.washington.edu) writes:

> Yes, objects in a view are rendered according to their order in the view
> container. When texturing with an alpha channel the order of rendering
> becomes important. Add items from back to front like you first tried. I
> see that you are sharing the same verticies between your billboards. I am
> not sure how IDL will handle rendering this since your planes occupy the
> same z space but I think this is your problem. Push your background plane
> back a little in z.

I think having coincident polygons is the problem, too.
I've modified my Image_Blend program so that the images
rotate on polygons. You can have a look if you are
interested.

  ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/image_blen d_poly.pro

Cheers,

David

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