
Subject: Re: Transparent texture mapped polygons
Posted by [Rick Towler](#) on Mon, 25 Mar 2002 20:24:02 GMT
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"lyubo" <lzagorch@cs.wright.edu> wrote

> I've been trying to overlay two images and draw them in 3D. To do that I
> create two texture mapped planes (with the images as texture) but I have
> problems
> making one of the planes transparent. I create an "alpha" image, as in
> David's example,
> for the foreground plane hoping that it will be blended with the
background
> image (the other
> plane) but it doesn't work because when I add the background plane to the
> model and then
> the foreground plane (the one with the alpha channel), the foreground
plane
> will
> not show up on the screen. It is there, but is covered by the background
> plane.

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.

You can also remove the palette keyword for "alphaImage". It should be ignored since you have passed (and will always pass) a 4 channel image but maybe it is having an effect.

-Rick
