Subject: Re: Transparent texture mapped polygons Posted by Rick Towler on Mon, 25 Mar 2002 04:59:03 GMT

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Yes. In the simpler cases this is as easy as adding a 4th channel to your texture map called an alpha channel. There are examples of this in the "What's new in 5.5" docs and at David Fanning's website. If your polygon is a billboard (plane) this all you'll probably need.

-Rick

"lyubo" <lzagorch@cs.wright.edu> wrote in message news:a7ljs1\$lfr\$1@mercury.wright.edu...

- > Is it possible to make a texture mapped polygon object partially transparent
- > so that it could be displayed over another texture mapped polygon?
- > If anyone knows how to do that please let me know.
- > Thank you.
- > Lyubo
- > Lyubo >
- >

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