
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\$fr\$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
>
>
>