
Subject: Re: Transparent texture mapped polygons
Posted by [lyubo](#) on Tue, 26 Mar 2002 18:36:56 GMT
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I just wanted to thank you guys for your help.

It seems that DEPTH_OFFSET=1 is the best solution because the background and the foreground images are shown on both sides of the polygon, otherwise the transparency can be seen only from the front side.

Thanks!

Lyubo

"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
>
>
>