
Subject: Re: Transparent texture mapped polygons
Posted by [Karl Schultz](#) on Tue, 26 Mar 2002 16:09:44 GMT
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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.170979cae136002198984b@news.frii.com...
> 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_blend_poly.pro
>

Yes, I agree about the coincident polygons.

Another approach that may be interesting to try is to use the DEPTH_OFFSET keyword that was added in 5.5. This feature is intended to help solve Z-buffer "stitching" and interference problems in situations like these. It has the advantage of applying the depth offset in view coordinates, so you don't have to tweak the objects' locations as you spin them around with a trackball in order to keep the "back" polygon in the back. Just add DEPTH_OFFSET=1 to your "back" polygon.

Karl
