Subject: Re: Transparent texture mapped polygons
Posted by Luis Alonso on Tue, 02 Apr 2002 19:20:55 GMT
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If you are using EXACTLY the same coordinates for both polygons, why don't
you try to blend both textures first, and the apply the result as a texture
to a single polygon. It will probably increase performance, and you will be
sure that there are no depth troubles.

Hope it helps,

        Luis Alonso

news:a7qf93$n7h$1@mercury.wright.edu...
> 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:a7ljs1lfr1@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
>>
>>
>>
>
>