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Subject: Re: mesh clipping

Posted by [lyubo](#) on Wed, 28 Aug 2002 12:35:46 GMT

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Rick, you were right. I really want to slice the mesh up interactively and that's why I was trying to clip it to a plane. I guess alpha blending will be faster but the question that I have here is how can I use alpha blending with a mesh? I thought that I can apply alpha blending only to texture mapped polygons, by using an alpha image as texture. With the mesh I don't have any texture. I will try to find examples on the net, I just wanted to thank you for your reply.

As far as my graphics adapter, I use Nvidia GeForce3 on a P4 2.0GHz dual processor with 512Mb Ram platform. Which graphic adapters support rendering of volumes?

Thanks,

Lyubo

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