Posted by Antonio Santiago on Tue, 30 Mar 2004 07:06:24 GMT
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Mmm... i am making crazy.

Just i have put an image with alpha channel in plane XY, and the same
image as a texture map of a polygon in another plane. TRhe result is the
image object is transparent but the polygon object (with image texture)
no!!! argg.

Do you know any example to make this ok? Am i makeing wrong anything?

Thanks anyway.
Antonio.

Rick Towler wrote:
> "Antonio Santiago" wrote...
>
>
>> i know it is possible to put two images in the same "plane" and make one
>> of two semi-transparent to allow see the second image.
>> My question is: Is it possible to create an image as a texture of
>> poligon and make it be transparent in the 3D space? (transparent for
>> other planes).
>
>
> Yes.
>
> Take that image with an alpha channel and apply it as a texture to a planar
> polygon. Position that polygon in space either by manipulating its vertices
> or by transforming the model that contains it.
>
> You must make sure that your objects are drawn back to front (-z to +z)
> otherwise you'll not see the far objects thru the near objects.
>
> -Rick
>
>