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Subject: Re: Is it possible a transparent image in space ???

Posted by [Rick Towler](#) on Mon, 29 Mar 2004 18:31:14 GMT

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"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
- > polygon 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

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