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Subject: Re: Depth visibility with Object Graphics !!!  
Posted by [David Fanning](#) on Wed, 26 May 2004 14:05:21 GMT  
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Folks,

Fooling around with this code that Antonio and Ben supplied a little bit this morning, I've convinced myself this is a bug in how images are displayed. (I've always thought images were a little strange, anyway.) It's not just that images are always displayed at  $z=0$ . When they are displayed there, it is as though they were displayed by pushing them down through Z space so that they obliterate anything already there. (Reminds me of direct graphics images, really.) Clearly this doesn't happen if the image is in a polygon.

I'd really be curious to hear what Karl has to say about this. :-)

Cheers,

David

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