
Subject: Re: object graphics - transparent surfaces
Posted by [Michael Galloy](#) on Tue, 30 May 2006 16:16:53 GMT
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Presumably, you rotate or translate each surface some small amount to represent the change between eyes? Doesn't this cause peaks of the surface stick out? The problem with transparency in object graphics is the order the atoms are added to their parent matters. So if you have two atoms that intersect -- i.e. neither is strictly in front or behind the other, sometimes one is in front, sometimes the other is -- then you can't choose an order that makes the transparency work.

My suggestion would be to rotate and render each surface separately in a buffer, read the buffer, and then blend the images (either yourself or using ALPHA_CHANNEL).

I wrote some code that does this, but I have to re-implement this in order to give it away.

Mike

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