
Subject: Re: Polygons and polylines

Posted by [Struan Gray](#) on Wed, 26 Apr 2000 07:00:00 GMT

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Steven Chetelat, chetelat@csee.usf.edu writes:

- > Does the polygon object allow
- > for transparency?

Investigate the use of a 'texture map': an image object which gives colour to the polygon faces and overrides (well, interacts with) the colours given to the polygon vertices. If the image has a fourth, 'alpha', channel the values in that channel determine the degree of transparency. I think David F. has an example of how to do this on his website (www.dfanning.com).

You also need to pay attention to the order in which objects are drawn, with the frontmost, transparent object drawn last. You control the drawing order by changing the ordering of the objects in their enclosing model or view. I don't know if this works with two intersecting transparent surfaces, but I suspect that only one will be drawn properly.

Struan
