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Subject: Transparent texture mapped polygons  
Posted by [lyubo](#) on Sun, 24 Mar 2002 22:24:37 GMT  
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Is it possible to make a texture mapped polygon object partially transparent so that it could be displayed over another texture mapped polygon?  
If anyone knows how to do that please let me know.

Thank you.

Lyubo

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Subject: Re: Transparent texture mapped polygons  
Posted by [lyubo](#) on Tue, 26 Mar 2002 18:36:56 GMT  
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I just wanted to thank you guys for your help.

It seems that DEPTH\_OFFSET=1 is the best solution because the background and the foreground images are shown on both sides of the polygon, otherwise the transparency can be seen only from the front side.

Thanks!

Lyubo

"lyubo" <lzagorch@cs.wright.edu> wrote in message  
news:a7ljs1\$fr\$1@mercury.wright.edu...

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> so that it could be displayed over another texture mapped polygon?  
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> Thank you.  
>  
> Lyubo  
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>  
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Subject: Re: Transparent texture mapped polygons  
Posted by [Luis Alonso](#) on Tue, 02 Apr 2002 19:20:55 GMT  
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If you are using EXACTLY the same coordinates for both polygons, why don't you try to blend both textures first, and then apply the result as a texture to a single polygon. It will probably increase performance, and you will be sure that there are no depth troubles.

Hope it helps,

Luis Alonso

news:a7qf93\$N7h\$1@mercury.wright.edu...

> I just wanted to thank you guys for your help.

>

> It seems that DEPTH\_OFFSET=1 is the best solution because the  
> background and the foreground images are shown on both sides of  
> the polygon, otherwise the transparency can be seen only from the  
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> Lyubo

>

>

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