Subject: Transparent texture mapped polygons Posted by lyubo on Sun, 24 Mar 2002 22:24:37 GMT

View Forum Message <> Reply to Message

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

Subject: Re: Transparent texture mapped polygons Posted by lyubo on Tue, 26 Mar 2002 18:36:56 GMT

View Forum Message <> Reply to Message

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\$lfr\$1@mercury.wright.edu...

- > 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

>

>

_

Subject: Re: Transparent texture mapped polygons Posted by Luis Alonso on Tue, 02 Apr 2002 19:20:55 GMT View Forum Message <> Reply to Message If you are using EXACTLY the same coordinates for both polygons, why don't you try to blend both textures first, and the 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$1@mercury.wright.edu...
> I just wanted to thank you guys for your help.
>
> It seems that DEPTH_OFFSET=1 is the best solution because the
> background and the foreground images are shown on both sides of
> the polygon, otherwise the transparency can be seen only from the
> front side.
  Thanks!
>
> Lyubo
>
> "lyubo" <lzagorch@cs.wright.edu> wrote in message
> news:a7ljs1$lfr$1@mercury.wright.edu...
>> 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
>>
>>
>
```