Subject: Transparent mesh backfaces Posted by R315r4z0r on Sat, 13 Dec 2008 23:32:59 GMT

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Is it possible to make it so that the backfaces that overlap on this mesh don't get darker?

The texture itself isn't a solid color, more like a bunch of numbers and lines... but for some reason it gets darker when it is viewed through itself.

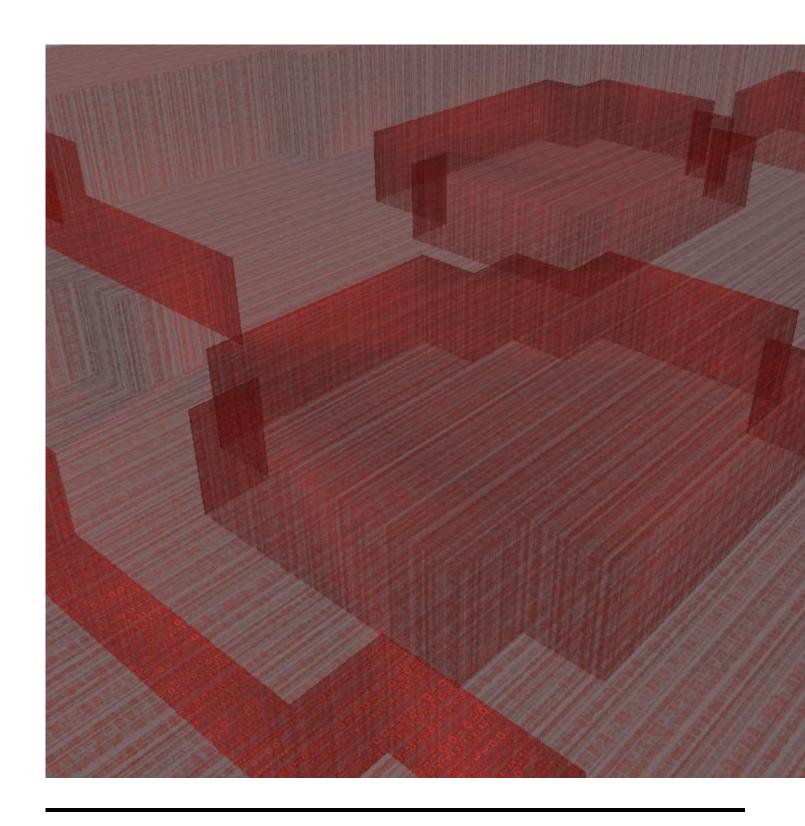
Is there a way to correct that?

File Attachments

1) NSR_49.JPG, downloaded 484 times

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Subject: Re: Transparent mesh backfaces
Posted by saberhawk on Sat, 13 Dec 2008 23:37:47 GMT
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R315r4z0r wrote on Sat, 13 December 2008 17:32ls it possible to make it so that the backfaces that overlap on this mesh don't get darker?

<image removed>

The texture itself isn't a solid color, more like a bunch of numbers and lines... but for some reason it gets darker when it is viewed through itself.

Is there a way to correct that?

No, it gets darker by design. That is how alpha-blending works...

Subject: Re: Transparent mesh backfaces

Posted by Jerad2142 on Sun, 14 Dec 2008 00:30:49 GMT

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Saberhawk wrote on Sat, 13 December 2008 16:37R315r4z0r wrote on Sat, 13 December 2008 17:32ls it possible to make it so that the backfaces that overlap on this mesh don't get darker? <image removed>

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No, it gets darker by design. That is how alpha-blending works...

Incorrect, use Emissive lighting only, and screen, not add.

Subject: Re: Transparent mesh backfaces

Posted by R315r4z0r on Sun, 14 Dec 2008 02:44:01 GMT

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Thanks a lot! It worked!

Subject: Re: Transparent mesh backfaces

Posted by saberhawk on Sun, 14 Dec 2008 03:51:33 GMT

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Jerad Gray wrote on Sat, 13 December 2008 18:30Saberhawk wrote on Sat, 13 December 2008 16:37R315r4z0r wrote on Sat, 13 December 2008 17:32Is it possible to make it so that the backfaces that overlap on this mesh don't get darker?
<image removed>

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No, it gets darker by design. That is how alpha-blending works...

Incorrect, use Emissive lighting only, and screen, not add.

Alpha blending does work that way though, and screen + emissive is a more expensive effect

Subject: Re: Transparent mesh backfaces

Posted by YazooGang on Sun, 14 Dec 2008 04:42:08 GMT

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is that a drawing or a scene done by 3ds max?

Subject: Re: Transparent mesh backfaces

Posted by R315r4z0r on Sun, 14 Dec 2008 18:41:04 GMT

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YazooGang wrote on Sat, 13 December 2008 23:42is that a drawing or a scene done by 3ds max

It's just a small boxy mesh that was modeled in RenX after a map I'm making. The red numbers and lines scrolling across are just the texture.

It's supposed to be a hologram of the map that it is in.