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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?

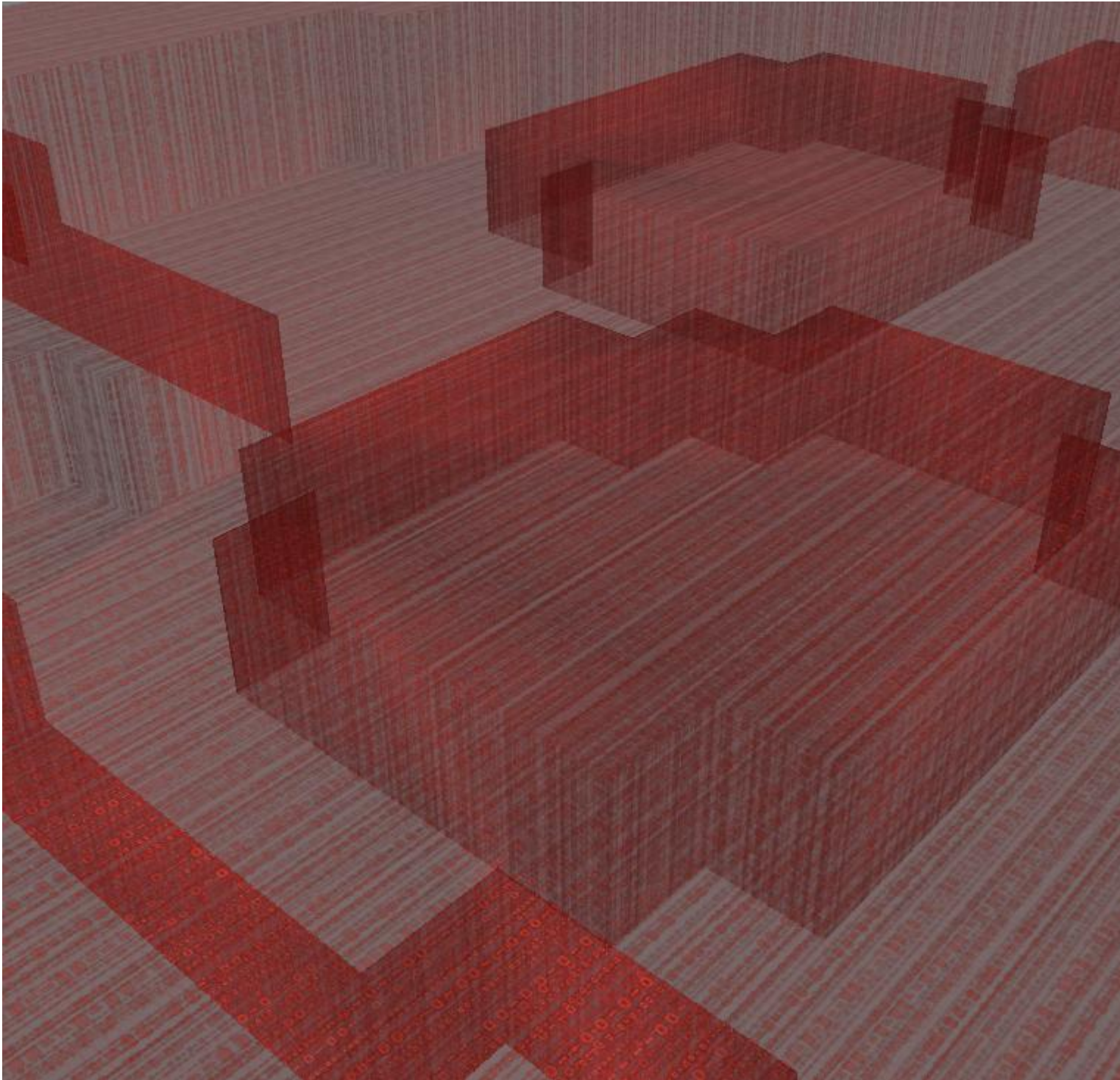
The texture itself isn't a solid color, more like a bunch of numbers and lines... but for some reason it gets darker when it is viewed through itself.

Is there a way to correct that?

### File Attachments

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1) [NSR\\_49.JPG](#), downloaded 752 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 17:32: Is 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...

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**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 17:32Is 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.

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**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 !

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**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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Is there a way to correct that?

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

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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 ?

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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 23:42: is 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.

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