
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>

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...

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

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