
Subject: Transparent mesh backfaces

Posted by [R315r4z0r](#) on Sat, 13 Dec 2008 23:32:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 566 times

