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 376 times