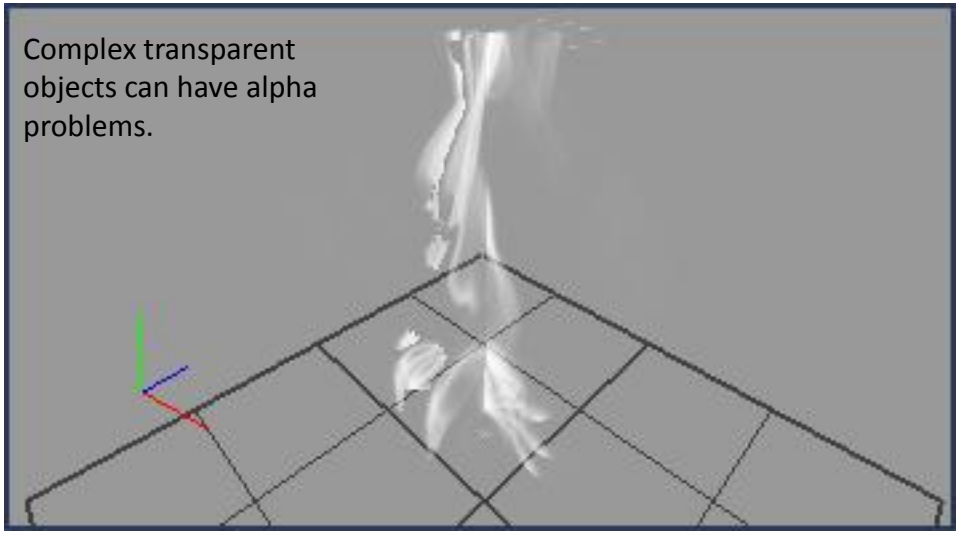
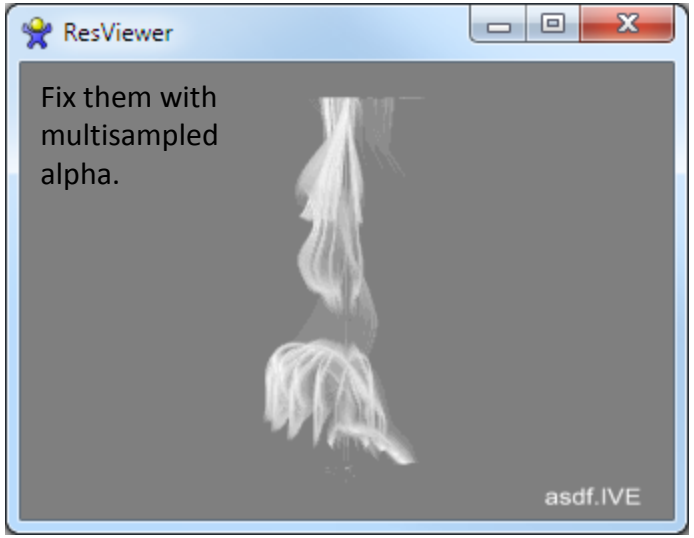
Architecture Interactive: Multi-Sampled Alpha

In many 3d applications, when transparent objects intersect each other, there can be problems with depth sorting – the 3d application becomes unable to tell which object is in front of another. Fortunately, in most cases this can be solved by using multisampled alpha, which checks depth for much smaller parts. The only drawbacks to this method are the screen-door artifact that happens when too few samples per pixel are used, and possible lag when too many samples are used.

Tagging Transparent Objects for Multi-Sampling

1. Export your model with normal transparency. If it is having the problem shown below, you'll need multisampled alpha.
2. *Right-Click -> Object Properties... -> User Defined*
3. Add the tag *SampledAlpha=True*
4. Click Ok.
5. Once Multisampled Alpha is enabled on one object, you'll need to enable it on all other transparent models in your scene that need alpha blending. Everything else will revert to a pure on and off style of transparency (1 bit alpha)





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Notes

- 1-bit alpha works best for objects with crisp edges – like cutout-grass or leafs
- 1-bit alpha does not suffer from draw order problems
- Multisampled alpha works best with objects that need partial transparency, such as hair, or for giving cutout objects smoother edges