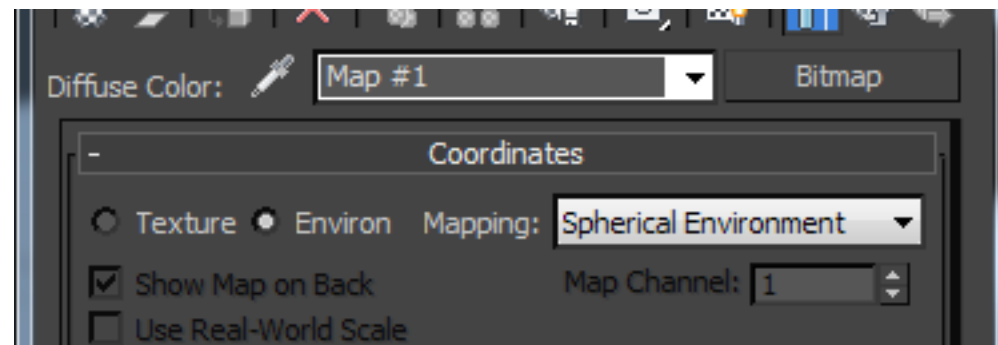
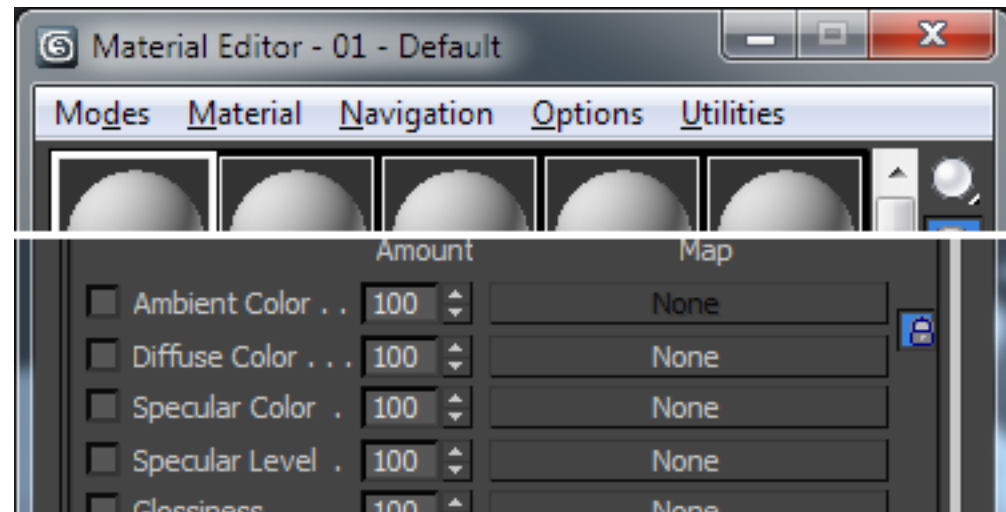
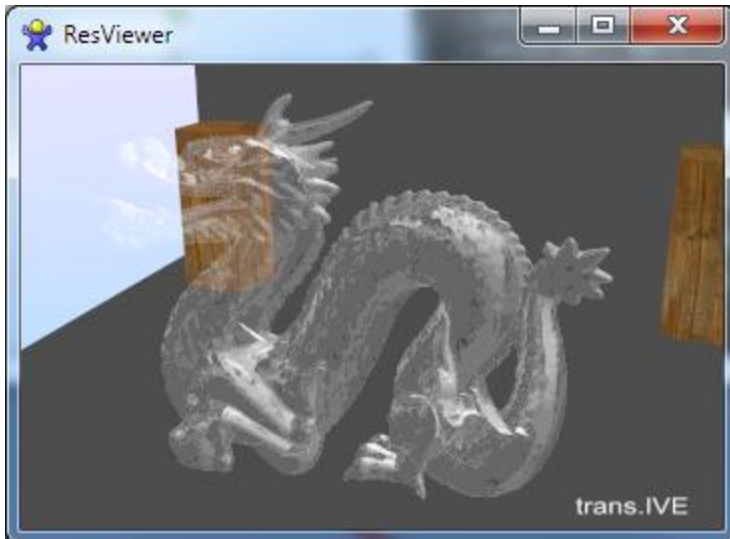
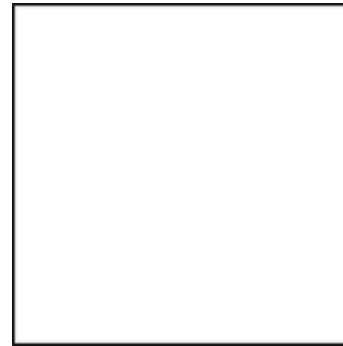


Thin Reflective Glass

Setting up glass is very similar to other transparent materials.

1. Grab a reflection map, and stick it in the alpha of a white diffuse texture.
2. Set the diffuse color to pure white and add it to the diffuse slot of a **Standard:Blinn**.
3. In the **bitmap** coordinates settings, Set the mapping type to **reflection** and select **Spherical**.



Notes

- Most transparency bugs are due to draw order problems. For things like windows, avoid objects where you can see more than one transparent face through another. Also avoid having the bounding box of one transparent object intersect the other.
- The simplest way to fix most transparency bugs is to use multisampled transparency (see attached script) though this can have grainy screen door artifacts especially when few samples are used. This works for most cases

- *import viz*

- *viz.setMultiSample(4) #higher values increase quality but decrease framerate. usually set between 2 and 16*

- *viz.go()*

- *trans = viz.add('model.IVE')*

- *GL_SAMPLE_ALPHA_TO_COVERAGE_ARB = 0x809E*

- *trans.disable(viz.BLEND)*

- *trans.enable(GL_SAMPLE_ALPHA_TO_COVERAGE_ARB)*

- *#trans.draworder(0)*