

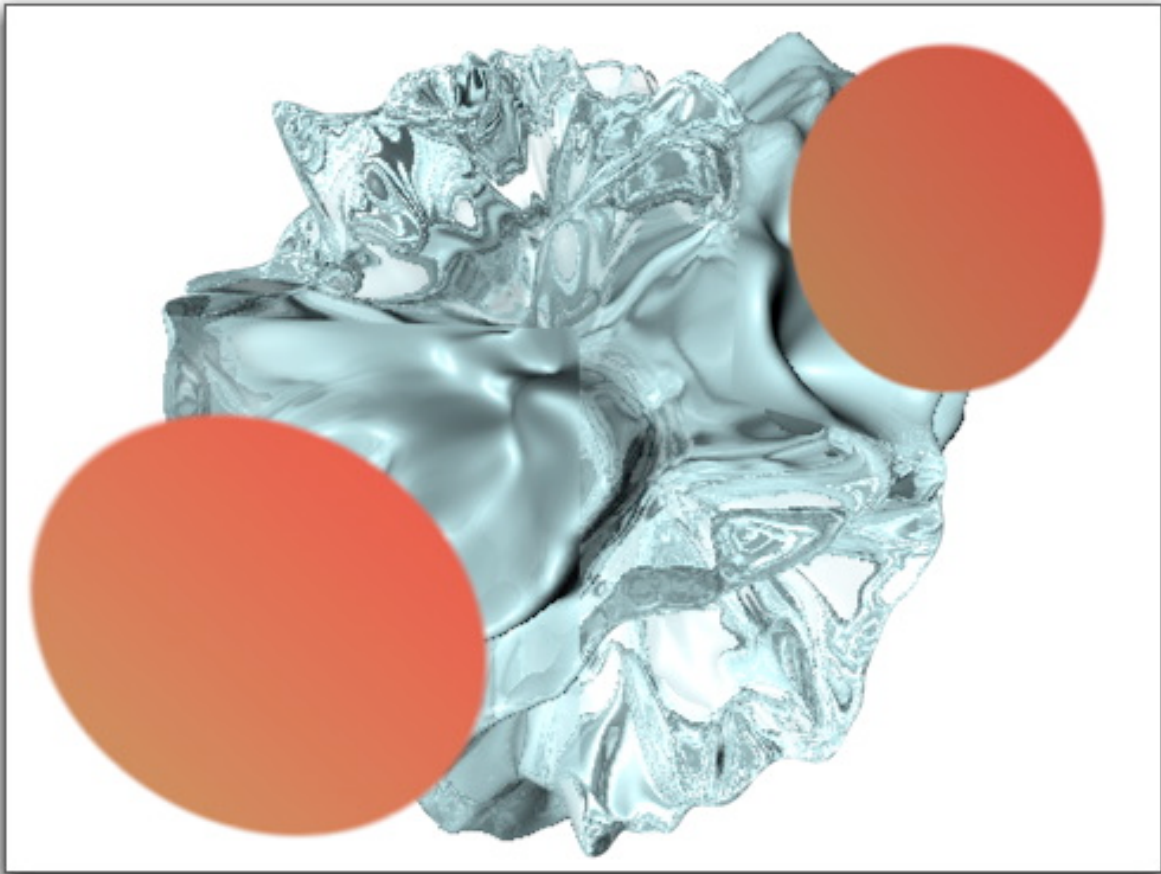
Translucent Pro v1.5 – Bugfix

Imagine a scene with alpha mapped objects in front of an object textured with Translucent Pro's Transparent shader.

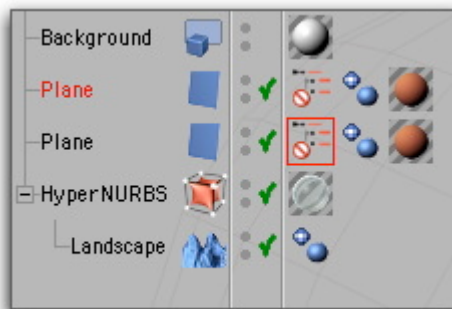
This can be simple plane objects with clip maps.

Up to now the Transparent shader wasn't able to detect that alpha information and therefore renders a wrong transparency.

The following images shows this effect around the cut out disc shapes.



The new solution with version 1.5 now is to add Stop tags to those objects. This will let Translucent Pro know that these objects use alpha informations in their materials. This is what it looks like in the Object Manager now.



And this is the same scene rendered with Stop tags on the plane objects now. Notice how the transparency of the landscape object now renders as expected behind the plane objects.

