3D transparency

blendStateDescription.RenderTarget[0].BlendEnable = TRUE;

blendStateDescription.RenderTarget[0].SrcBlend = D3D11\_BLEND\_SRC\_ALPHA;

blendStateDescription.RenderTarget[0].DestBlend = D3D11\_BLEND\_INV\_SRC\_ALPHA;

D3D11\_BLEND

D3D11\_BLEND\_DESC

<https://stackoverflow.com/questions/11813698/directx-11-alpha-blending-not-working>

https://gamedev.stackexchange.com/questions/70026/rendertarget-and-alphablending-problem-offscreen-particle-rendering

<https://takinginitiative.wordpress.com/2010/04/09/directx-10-tutorial-6-transparency-and-alpha-blending/>

Don’t know why it isn’t working. Check textures again.

More links

<https://www.dreamincode.net/forums/topic/372057-directx-11-object-transparency-problem/>

<https://github.com/Microsoft/DirectXTK/wiki/BasicEffect>

<https://www.braynzarsoft.net/viewtutorial/q16390-12-blending>

12/15/18

New approaches

1) Try making a background texture object that is not transparent and draw the other on top. Use z axis plot as an example

2) Make half sphere – no change

3) Check transparency in textures – looks ok

4) Set alpha in effect – if you make it zero the model is black??? set to 1 it looks normal, 0.2 is dark???

5) Change time when blend state is settings – no difference but only tried one point

6) Maybe try changing blend state back after drawing. See links

Try making background

See Render()

m\_d3dContext->*OMSetBlendState*(m\_states->*AlphaBlend*(), nullptr, 0xFFFFFFFF);

Got it working! There was another SetBlendState.