

Distorted Android - Bug #61

Z-fighting when blurring a flat surface

12/03/2020 04:03 PM - Leszek Koltunski

Status:	New	Start date:	12/03/2020
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<ol style="list-style-type: none">1. go to the 'Generic' app2. add a 1x1 Rectangle Mesh3. add a Postprocess Effect (for example Blur)4. rotate the Mesh			
You will see z-fighting between the Mesh and the blue surface behind it.			