## *Forum: Gallery Art*
**Topic: Poser map question**
**Subject: Re: Poser map question**
Posted by: bmcdaniel
Posted on: 2008/11/7 8:10:15

Do you mean you cannot change the transparency from the material room?
Select the element you are trying to hide.
Set the Transpareny to 1, Falloff to 1, and Edge to 1.
That should hide the object.
If that doesn't work another way, is if you are using a image map.
Add a Math function to the Transparency node.
Set it to 1. Change the Argument type to Floor or Round or Bias.
Connect the out of the Value 1 to the Image Map.
This will use the Image Map to create a black/white output (mask) to hide it.
This is a short cut instead of having to create a Transmap image.
Hope this works for you.