Subject: Re: Image overlay
Posted by Rick Towler on Thu, 10 May 2001 20:19:58 GMT
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This solution escaped me at the time of my previous post. The result of using alpha blending to combine two pixels can be easily calculated:

result = ALPHA * srcPixel + (1 - ALPHA) * destPixel

where

ALPHA - ranges from 0.0 to 1.0
result - Is the alpha blended color
srcPixel - Is the foreground pixel
destPixel- Is the background pixel

with an alpha of 0.0 the result will be the background pixel and with an alpha of 1.0 the result will be the foreground pixel.

-Rick

"Rick Towler" <rtowler@u.washington.edu> wrote in message news:9cptae$sk6$1@nntp6.u.washington.edu...
> this should be in the FAQ if it isn't already....
>
> You can take the approach outlined by Craig or you can go the transparancy
> route. If you go down this road be aware that it is best done in object
> graphics. Take a look at David Fanning's IMAGE_BLEND program found at:
>
> http://www.dfanning.com/documents/programs.html
>
>
> -Rick
>
> "Raymond Pete" <raymond.pete@maine.edu> wrote in message
> news:Xns9094D67984AC6raymondpetemaineedu@12.23.198.86...
>> Need some help here guys.. if u dont mind..
>>
>> I have a Tire displayed using tv.. I also below that have an image file
>> that i have read in using a function i wrote to read a proprietarty image
>> extension displayed in a 2d section.. my issue is i want to overlay the
>> data image file onto the Tire to show the properties as such.. any
>> functions or advice would be GREATLY appreciated..
>>
>> NOTE: the image file is setup as an 8-bit RBG file one byte per pixel..

>>
>
>