
Subject: Re: Alpha Blending

Posted by [Rick Towler](#) on Tue, 09 Apr 2002 16:27:57 GMT

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I posted this a while back. I have used it to blend multiple textures and it works well.

<http://groups.google.com/groups?q=alpha+blending+group:comp.lang.idl-pvwave+author:rick&hl=en&selm=9det1h%24fem%241%40nntp6.u.washington.edu&rnum=2>

-Rick

"lyubo" <lzagorch@cs.wright.edu> wrote in message
news:a8v3c5\$ufn\$1@mercury.wright.edu...

>

> Are there any alternatives to alpha blending?

>

> To overlay to images in 3D I use texture mapped polygons with
> alpha blending and I was wondering if there is any other option.

>

>

> Thanks,

>

> Lyubo

>

>
