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.wa shington.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
>
```