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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

>

>

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Subject: Re: Alpha Blending

Posted by [David Fanning](#) on Tue, 09 Apr 2002 17:03:52 GMT

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lyubo (lzagorch@cs.wright.edu) writes:

> Are there any alternatives to alpha blending?

Alternatives to alpha blending!? There are 20 possible  
options in how you blend pixels with alpha blending.  
Surely that ought to be enough alternatives. :-(

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
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