
Subject: Re: Alpha blending.

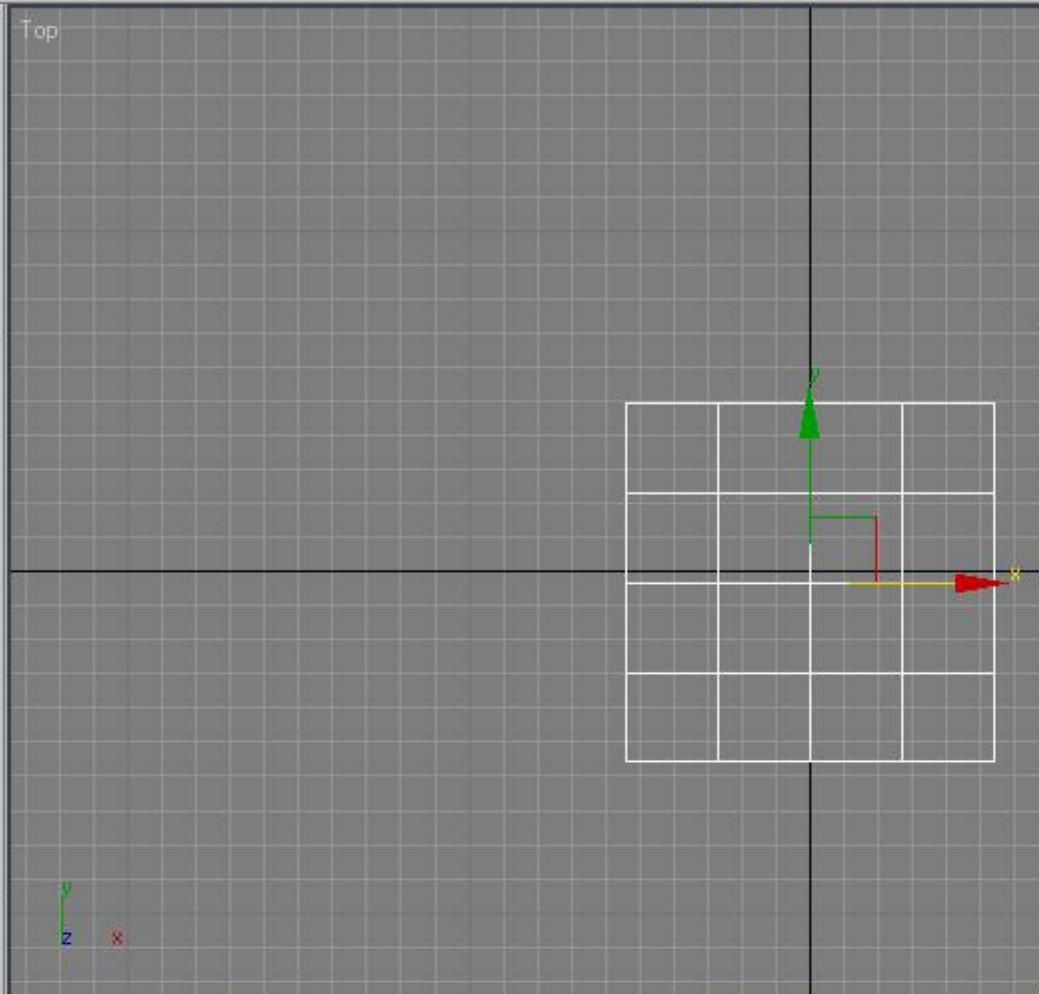
Posted by [Gen_Blacky](#) on Mon, 06 Jul 2009 09:17:11 GMT

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alpha blending needs a alpha channel

File Attachments

1) [test.JPG](#), downloaded 120 times



VertexPaint

Display Channel: 3

Opacity: 100
Size: 26.982

Brush Options
Palette

Ignore Backfacing
Soft Selection...

Strength: 100
Adjust Color

Layer
Mode: Add
Opacity: 100

+ -

The VertexPaint panel is a vertical toolbar on the right side of the interface. It contains various icons for color selection and brush types. The 'Display Channel' is set to 3. The 'Opacity' is set to 100 and the 'Size' is 26.982. There are sections for 'Brush Options' and 'Palette'. A 'Layer' section is visible at the bottom, with 'Mode' set to 'Add' and 'Opacity' set to 100. The 'Ignore Backfacing' checkbox is unchecked, and there is a 'Soft Selection...' button.

2) [rettfgd.jpg](#), downloaded 115 times

