
Subject: Re: Alpha blending.

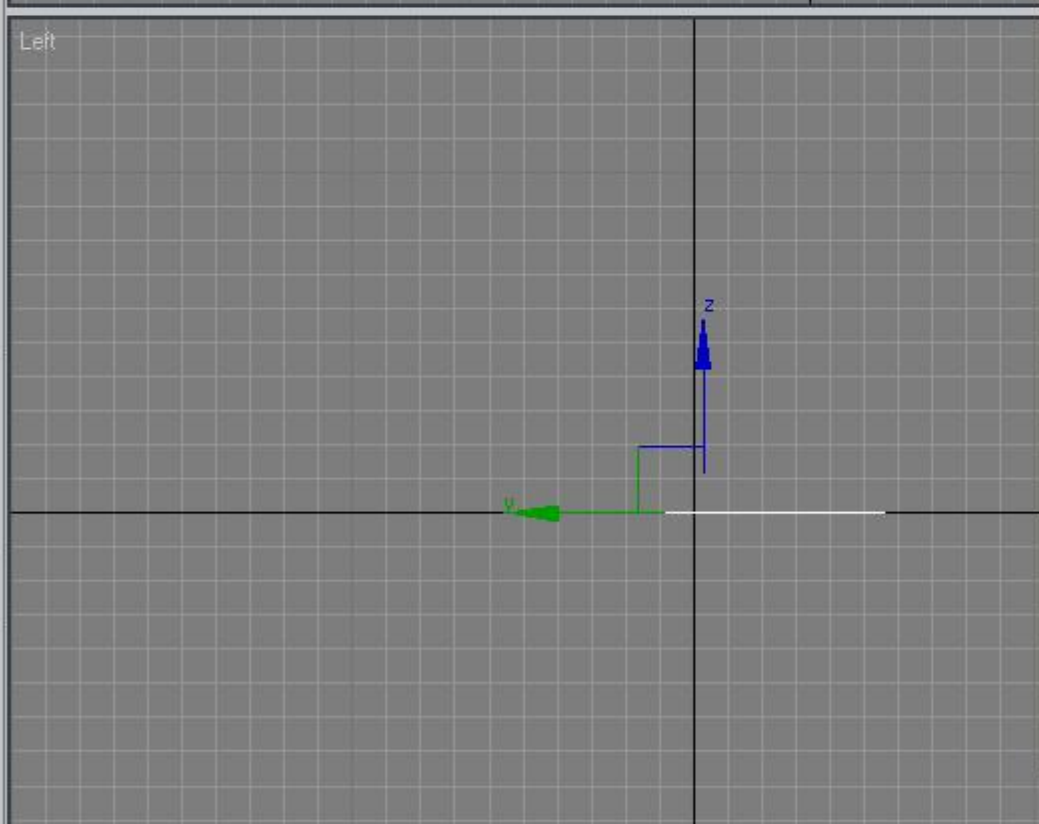
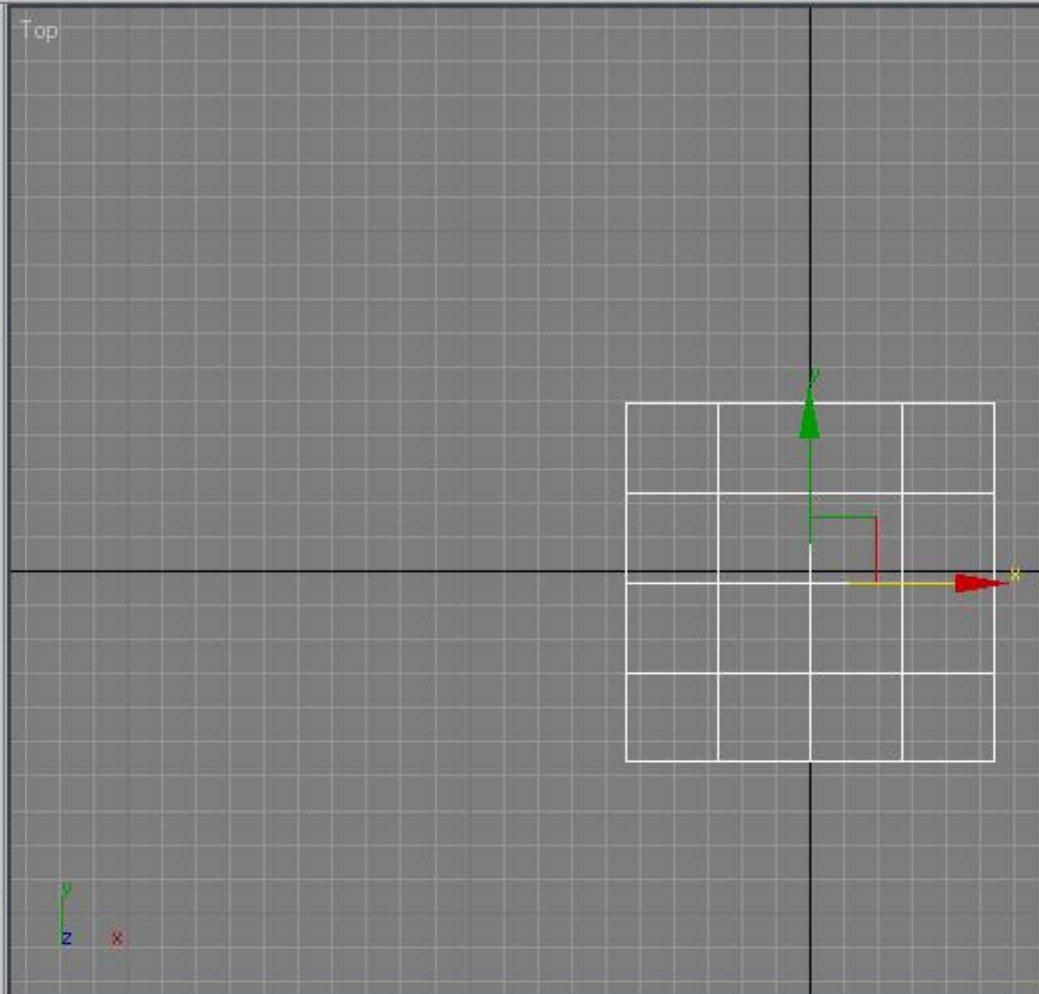
Posted by [Gen_Blacky](#) on Mon, 06 Jul 2009 09:17:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

alpha blending needs a alpha channel

File Attachments

1) [test.JPG](#), downloaded 97 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 located on the right side of the interface. It features a 'Display Channel' dropdown set to '3'. Below it are controls for 'Opacity' (set to 100) and 'Size' (set to 26.982). There are several brush icons and a 'Palette' button. A 'Layer' section includes a 'Mode' dropdown set to 'Add' and an 'Opacity' slider set to 100. At the bottom, there are three icons: a plus sign, a minus sign, and a downward arrow.

2) [rettfgd.jpg](#), downloaded 92 times

