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Subject: Re: Alpha blending.

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

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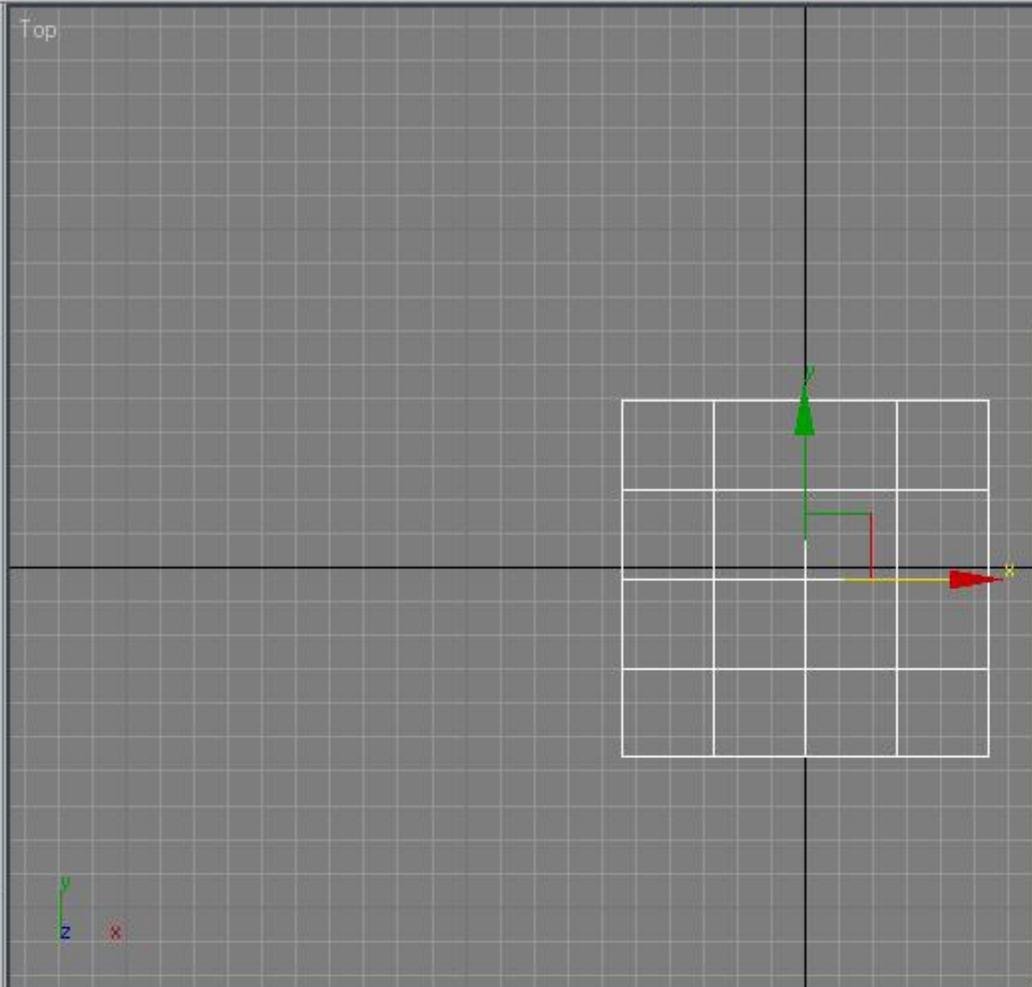
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alpha blending needs a alpha channel

### File Attachments

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1) [test.JPG](#), downloaded 354 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 tool settings panel is located on the right side of the interface. It includes a 'Display Channel' dropdown set to '3', 'Opacity' and 'Size' sliders both set to 100, and a 'Mode' dropdown set to 'Add'. The 'Mode' dropdown is circled in red. There are also icons for different brush types and a 'Palette' button.

2) [rettfgd.jpg](#), downloaded 353 times

