

level = x

Black

→ White

0

0.1

0.2

0.3

0.4

0.5

0.6

0.7

0.8

0.9

1

Completely  
transparent

0

0.

0.2

0.3

0.4

0.4

0.0

0.5

0.8

0.9

1

# alpha = x

Not at all  
transparent