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Figure 1 : Landscape

Figure 2 : Gradient

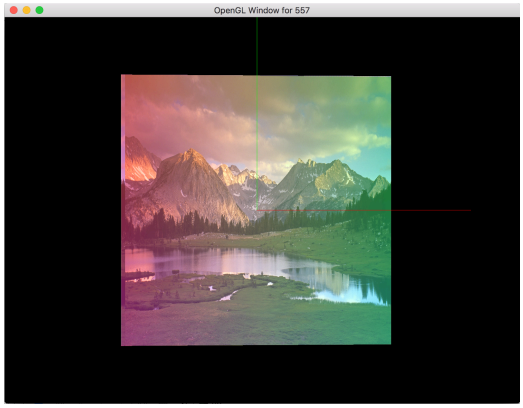

Figure 3: Result

Problem1:

Blend Mode 1: glBlendFunc(GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA);

In the first blend mode, the sfactor or the source scale factor is GL_SRC_ALPHA whereas the dfactor or the destination scale factor is GL_ONE_MINUS_SRC_ALPHA.
Transparency is best implemented using blend function (GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA) with primitives sorted from farthest to nearest

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Figure 4 : Landscape

Figure 5 : Gradient

Figure 6: Bird

Figure 7 : Result

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Blend Mode 2: glBlendFunc(GL_ONE_MINUS_SRC_COLOR, GL_DST_ALPHA);

In the second blend mode, the sfactor or the source scale factor is GL_ONE_MINUS_SRC_COLOR whereas the dfactor or the destination scale factor is GL_DST_ALPHA)

GL_ONE_MINUS_SRC_COLOR return the string 'GL_ONE_MINUS_SRC_COLOR', which specifies an alpha blending factor to Screen. "Alpha" is a factor which weights RGB values when combining pixels by
drawing or copying. The constant GL_DST_ALPHA indicates the alpha value in the current frame buffer.