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Alpha Over Node

The *Alpha Over* node is used to layer an image on top of another with alpha blending.



Inputs

Factor

The alpha of the foreground image, going from 0 (fully transparent) to 1 (fully opaque).

Image

The background image.

Image

The foreground image.

Properties

Convert Premultiplied

The *Alpha Over* node expects the foreground image to use [Premultiplied Alpha](#). If it uses [Straight Alpha](#) instead, you can enable this checkbox to convert it.

Premultiplied

Interpolate between [Premultiplied Alpha](#) and [Straight Alpha](#).

When set to 1, the foreground color values will be multiplied by the alpha; this is equivalent to enabling *Convert Premultiplied*. When set to 0, the color values do not change.

If *Premultiplied* is not zero, *Convert Premultiplied* will be ignored.

Note

This is a legacy option.

Outputs

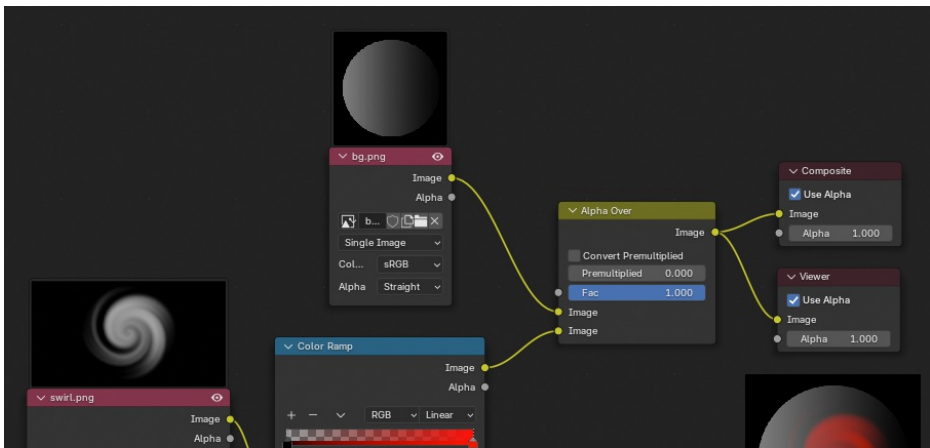
Image

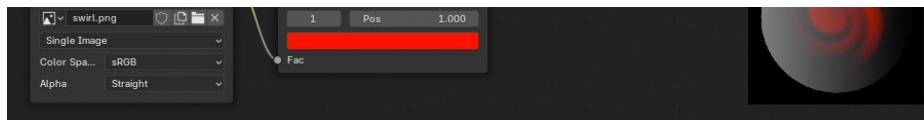
The blended result.

Examples

Overlay

In the node tree below, the [Color Ramp Node](#) is used to convert an opaque, grayscale swirl image to a red one with transparency. Then, the *Alpha Over* node is used to overlay it on top of another image.

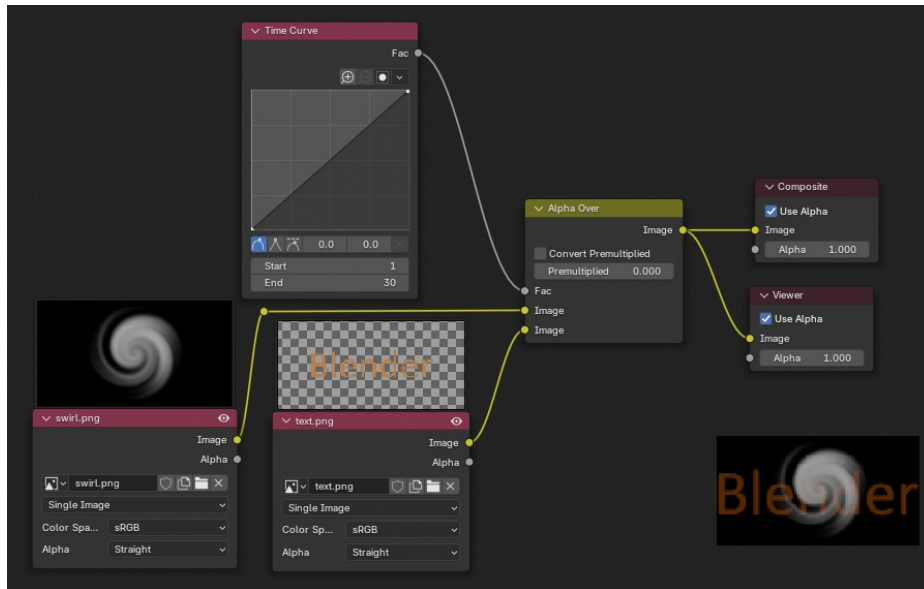




Assembling a composite image using Alpha Over.

Fade In

The example below uses the [Time Curve Node](#) to gradually increase the *Alpha Over* node's *Factor* from 0 to 1 over the course of 30 frames. This will result in the text fading in on top of the background image.



Animated fade in effect using Alpha Over.

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