

- `gl.enable(gl.BLEND) / gl.disable(gl.BLEND)`
- `gl.blendFunc(source, destination)`
- Default: `gl.disable(GL_BLEND), gl.blendFunc(GL_ONE, GL_ZERO)`
- Determines how the incoming fragment (source) is blended with the value already written in the frame buffer (destination) using linear interpolation
- Possible values (among others):
 - `ZERO, ONE, SRC_COLOR, ONE_MINUS_SRC_COLOR, DST_COLOR, ONE_MINUS_DST_COLOR, SRC_ALPHA, ONE_MINUS_SRC_ALPHA, DST_ALPHA, ONE_MINUS_DST_ALPHA`
- Danger Zone: Incoming order of fragments is ****not**** defined!



NYU



BLENDING

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OPENGL SHADING LANGUAGE (GLSL)