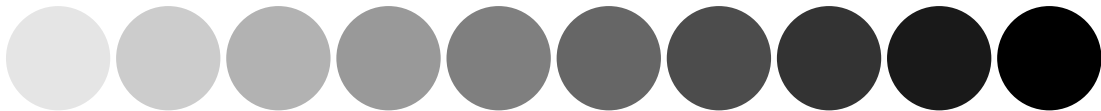


# Effect of Alpha Values on Point Appearance



0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0