

Buffer memory usage comparison. Under 256×256 , one transparent object buffer causes around 4.5 megabytes of memory. Our blending algorithm is summation based and thus do not require space to store each transparency buffer.

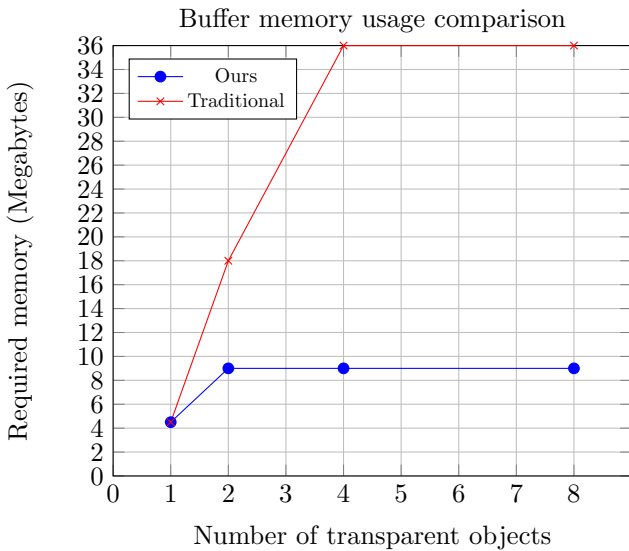


Figure 1: Buffer memory usage comparison between our method and the traditional method.