

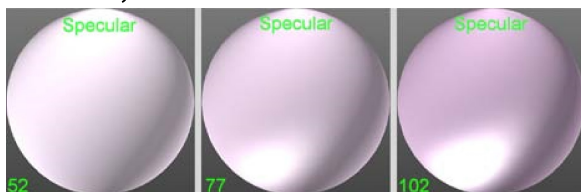
2. Alpha-channel usage

As the Gloss and Reflection material characteristics use the same texture as a source and share the same alpha channel (the alpha channel is used simultaneously both for the reflection and the gloss), the following thresholds in the RGB alpha channel was applied for effects switching:

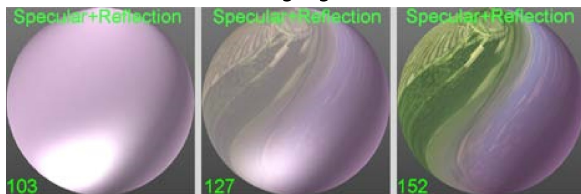
- 0-26 - Drawing holes in the surface. Regardless of the alpha channel value (in this range), a hole is drawn:
- 27-51 - diffuse texture colored surface, which has no reflection, no highlights. In this alpha-channel value range texture is slightly lightened:



- 52-102 - values that manage highlight amount (from minimum to maximum). Surface has only highlight and does not have any reflection:



- 103 – 152 - the values that manage the transition from gloss to reflex surface properties (gloss is fading from maximal to minimal values and the reflex is simultaneously increasing from minimal to maximal value - chrome surface). The surface has a highlight and reflection at the same time:



- 153 – 203 – the values that manage reflex level (from maximal to minimal). Surface has reflection attribute only:



- 204 - 228 - diffuse texture colored surface, which has no reflection, no highlights. In this alpha-channel value range texture is slightly obscured:



- 229 - 253 - drawing holes in the surface. Regardless of the alpha channel value (in this range), a hole is drawn
- 254 – 255 – system reserved values, not used in texture design

