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Combine	Dissolve: Fade in, fade out effect A * alpha(A) + B * (1 - alpha(A))
A over B	Transparent Image placed on background A + (B * (a - alpha(A)))
A in B	Image A only where B has Opacity A * alpha (B)
A out B	Image A only where B has transparency A * (1 - alpha(B))
A Atop B	(A in B) over B (A * alpha(B)) + (B * (1 - alpha(A)))
A XOR B	(B * (1 - alpha(A))) + (A * (1 - alpha(B)))

Alpha blending is a technique used by game developers that is similar to image compositing. Alpha blending allows race cars to drive realistically through fog or smoke, allows a more realistic view of fish in water, or a rabbit in a translucent tube. In these examples, the alpha values wouldn't necessarily be the same for the whole frame, but the basic concept remains the same.

SUMMARY

MMX technology brings more power to multimedia and communication applications. MMX technology adds new data types and instructions that can process data in parallel. MMX technology is fully compatible with existing operating system and application software.

MMX technology brings a step improvement to the PC platform and will enable new applications and usage of PCs. It will help establish a new paradigm in the industry with the PC as an improved communication and multimedia device. Systems enabled with MMX technology will ramp in high volume in 1997 as Intel incorporates the technology in multiple processor generations.

RELATED DOCUMENTATION

Refer to the following documentation for more information on MMX technology.

Intel Architecture MMX™ Technology Developers' Manual (Order Number 243013)

Intel Architecture MMX™ technology Programmer's Reference Manual (Order Number 243007)

Refer to Intel's corporate website for the latest information on related documentation:

http://www.intel.com/