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Experiments In Processing.

a small transparency tip

p5art:

(hat-tip to [@hamoid](#))

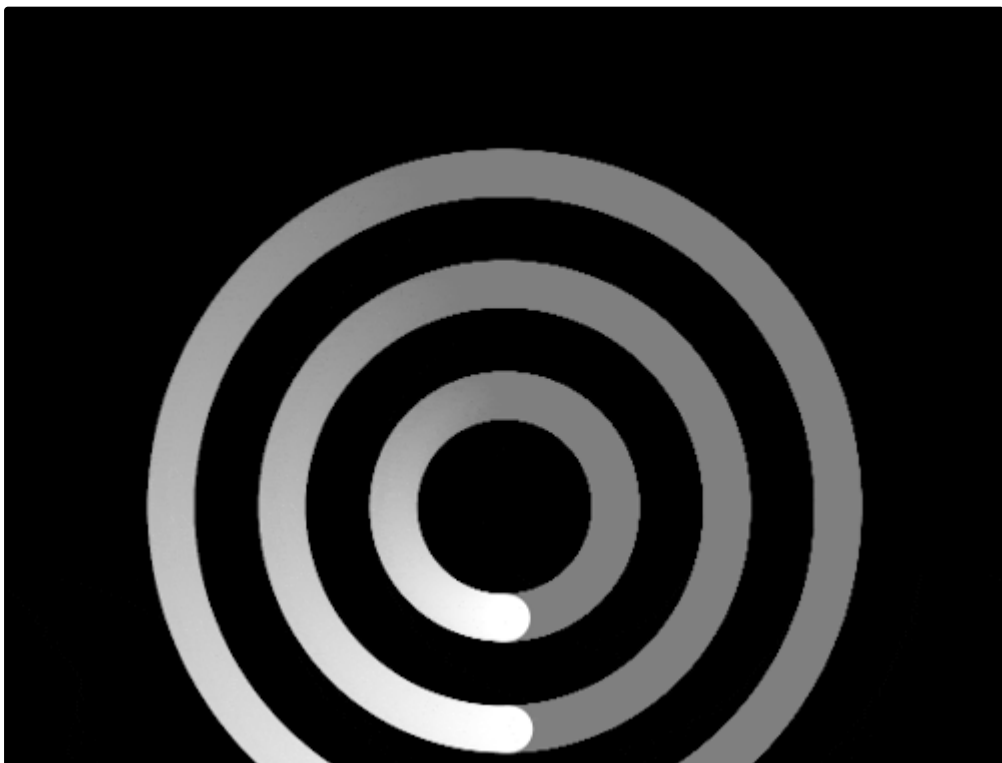
there's the quite well-known technique of painting a more or less transparent rectangle each frame (instead of a full background) in order to get objects to create more or less long trails.

but if you set the alpha below a certain value, like 25, then you start getting smudgy 'leftovers' like this:





and if you decrease the alpha to 1 (to get really long streaks)
then the 'leftovers' will be really visible and ugly (= grey) :





but if instead of simply writing:


```
fill(o,1);  
rect(o,o,width, height);
```

you write:

```
blendMode(SUBTRACT);  
fill(1);  
rect(o,o,width, height);  
blendMode(BLEND);
```

then you get this:





so that's the longest trail that you can create with the alpha technique.


if you'd like to shorten the trail then simply increase the color value to something like 2 or 5, like fill(2) or fill(5).


(code)


worth a repost. and in order to avoid any misunderstandings: I got this neat tip from [@hamoid](#) when I met with him in Berlin, I didn't come up with this myself. Hence the 'hat-tip' in the original post :)


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







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