# OpenGL Multi Texture Brush Blend

## GlMultiTextureBrushBlend

This effect allows to define two textures. These two textures are blended using a blend factor.




### Image and Secondary Image

Here you can define the first image.

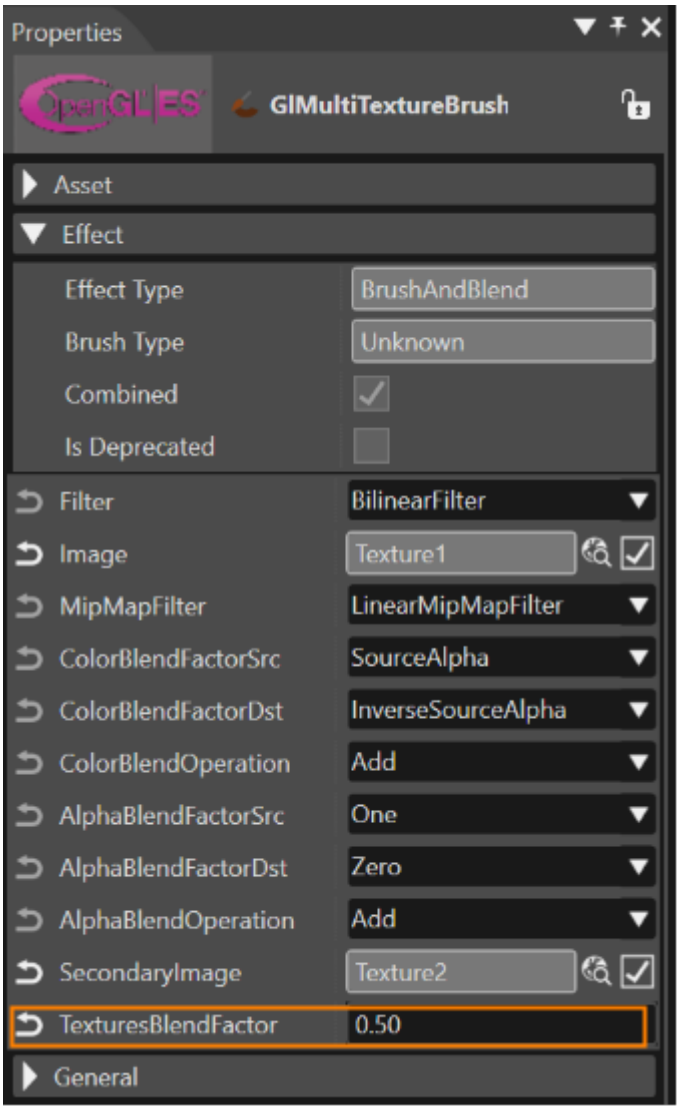



The second image can be configured with the property "SecondaryImage".



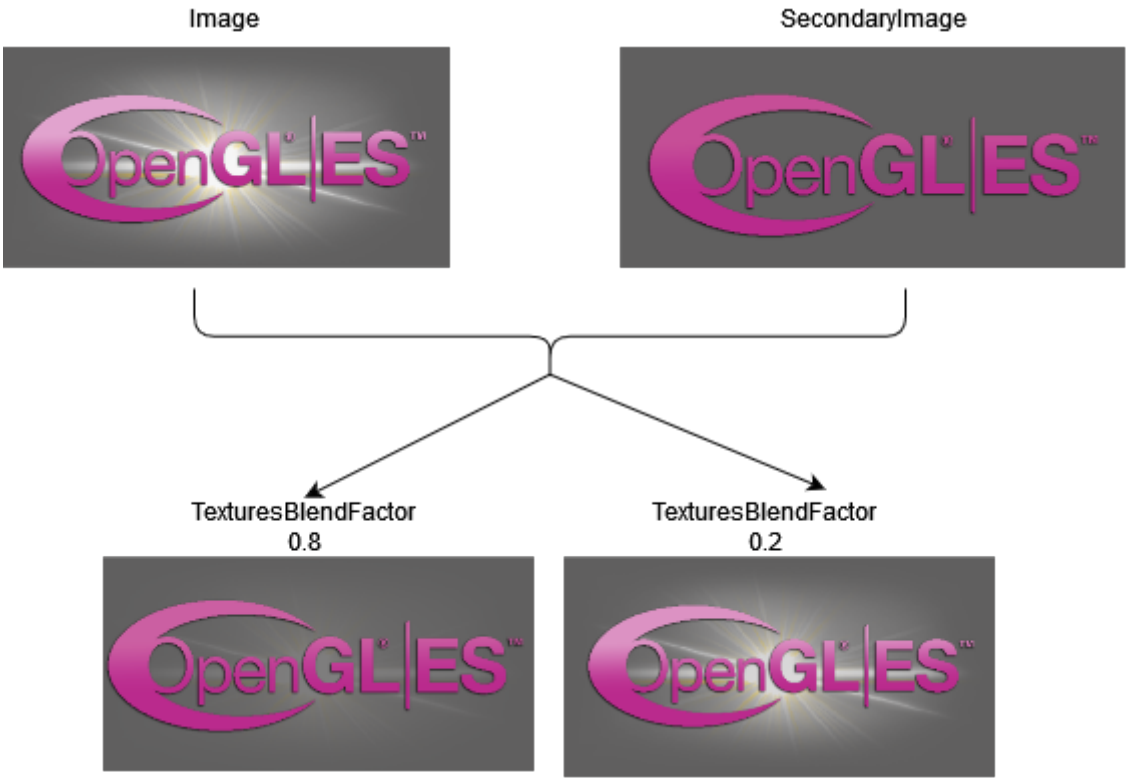

### Blend Factor

The given images will be blended according to the TexturesBlendFactor.




The value of the TexturesBlendFactor ranges between [0...1].

E.g. 0.2 would be 20% of Image and 80% of Secondary Image.




This OpenGL effect demonstrates the usage of the API for 2D Effects on 3D Devices.

Detailed basic information on this effect can be found here.

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