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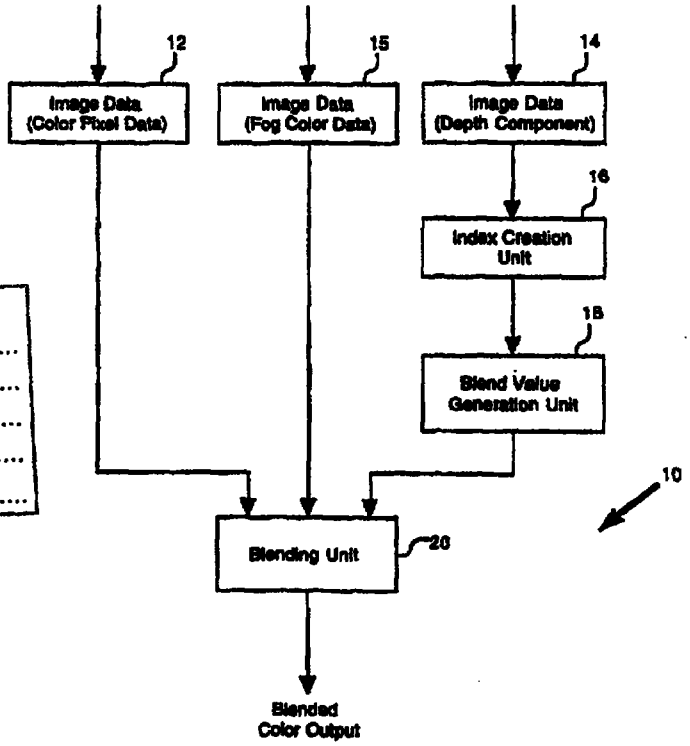
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(54) Title: SYSTEM AND METHOD FOR EFFICIENTLY DETERMINING A BLEND VALUE IN PROCESSING GRAPHICAL IMAGES

(57) Abstract

A system for generating blend values (18) for three-dimensional graphic rendering includes a first register (12), a second register (14), a third register (15), and index creation unit (16), a blend value generation unit (18) and a blending unit (20). The first register receives and stores color pixel data, the second register receives and stores a depth perspective component, and the third register receives and stores fog color data.



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