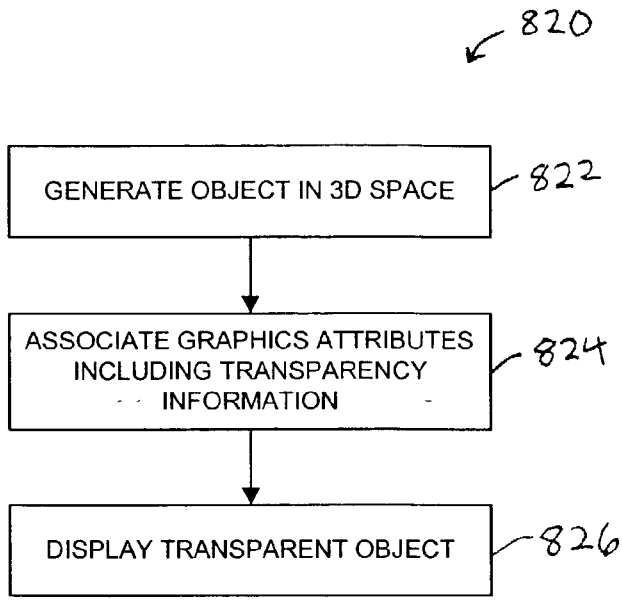
820
GENERATE OBJECT IN 3D SPACE
822
ASSOCIATE GRAPHICS ATTRIBUTES INCLUDING TRANSPARENCY INFORMATION
824
DISPLAY TRANSPARENT OBJECT
826

FIG. 26

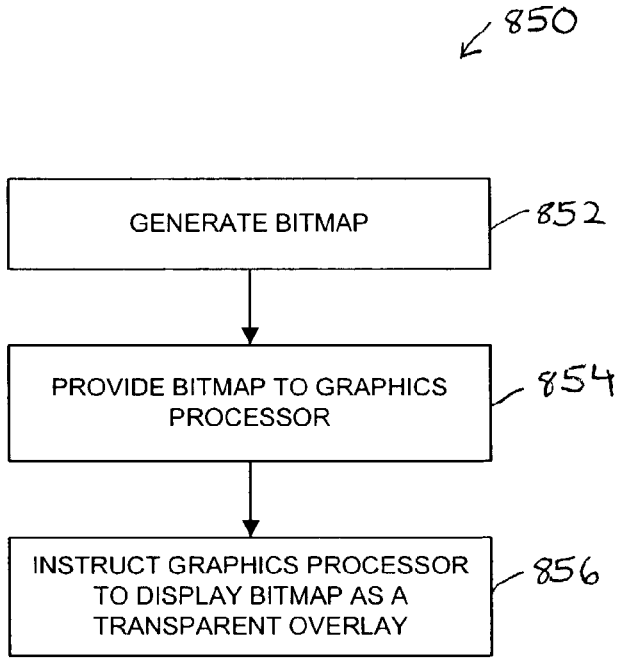
850
GENERATE BITMAP
852
PROVIDE BITMAP TO GRAPHICS PROCESSOR
854
INSTRUCT GRAPHICS PROCESSOR TO DISPLAY BITMAP AS A TRANSPARENT OVERLAY
856

FIG. 27