Disable Blending If Not Required

Disable blending for opaque objects, as blending is a demanding computation (See Render-Mode).

Further, if blending for translucent objects does not require separate alpha blending (common case), set source blend factor to One, destination blend factor to Zero, and operator to Add (default settings in RenderMode). This setting allows modern GPUs to ignore the alpha blending equation.

> Within the lifetime of an object, there may be periods where blending is needed (fade-in/out) and periods where blending is not needed. In such cases take care to enable / disable blending dynamically as appropriate.

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