

layer 1: "tex1"

texturemap

name

Cout

s

t

layer 3: "gam1"

gamma

Cin

Cout

Gam

layer 2: "tex2"

texturemap

name

Cout

s

t

layer 4: "gam2"

gamma

Cin

Cout

Gam

layer 5: "wood1"

wood

rings

Ci

grain

