1. Get the focal length by sampling the depth texture at a specific point on the screen
   1. Sample the texture at 0.5,1.0 as that seemed to produce better results
2. Get the distance to the focal plane by sampling the depth texture
3. Sample both the blurred and unblurred textures
4. Calculate the value that will be used as the t value in the lerp function
   1. Subtract the absolute distance to focal plane r value from the absolute r value of the focal length. We use the absolute value of to avoid using negative numbers.
   2. Multiply the t value by a larger value (I used three hundred)
      1. This is due to how we have to use the projection matrix to have the depth value line up with the camera however it returns much more muted values so for the t value to be big enough to see a large difference we multiply it by a larger value.
   3. Clamp the new t value. As the lerp needs a t value to be clamped between zero and one for it to work correctly.
      1. Checks if the t value is greater than one and if so set it to one
      2. Checks if the t value is less than zero and if it is set it to zero
5. Lerp between the blurred and unblurred texture according to the t value we calculated
6. Return the lerp value