# Advanced Computer Graphics:

# Individual Coursework

# Implementation:

Firstly, I created 2 new shaders called “textureBlender.frag” & “textureBlender.vert” inside these files I created code based on the multi-texture section of the OpenGL Programming Guide book by Dave Shreiner which takes two separate textures and takes the position & colour of each texel of the image & blends them together to create a new image.

To allow the two images to blend together I had to implement the SDL\_image library which is an extension to SDL itself allows the loading of non-bitmap texture files. This was implemented to allow the loading of texture files which support transparency, namely .PNG files.

I had to modify the loadBitMap function given to us in the labs to allow the loading of all texture files instead of just being used to load Bitmap files.

I initialised 2x .PNG files and blended them together using my newly created texture blending shader and applied this to a box.

# How to Use:

To switch between the texture blending shader & the phong shader for the box, press 3 on your keyboard for texture blending & 4 for the phong shader.

WASD allows the user to move around the level freely.

# Video:

* Insert link