Múltiplas Texturas

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| private int LeadTexture(string path) {  int texture = GL.GenTexture();  GL.ActiveTexture(TextureUnit.Texture0);  GL.BindTexture(TextureTarget.Texture2D, texture);  GL.TexParameter(TextureTarget.Texture2D, TextureParameterName.TextureWrapS, (int)TextureWrapMode.Repeat);  GL.TexParameter(TextureTarget.Texture2D, TextureParameterName.TextureWrapS, (int)TextureWrapMode.Repeat);  GL.TexParameter(TextureTarget.Texture2D, TextureParameterName.TextureMinFilter, (int)TextureMinFilter.LinearMipmapLinear);  GL.TexParameter(TextureTarget.Texture2D, TextureParameterName.TextureMagFilter, (int)TextureMagFilter.Linear);  StbImage.stbi\_set\_flip\_vertically\_on\_load(1);  ImageResult image = ImageResult.FromStream(File.OpenRead(path), ColorComponents.RedGreenBlueAlpha);  if(image.Data != null) {  GL.TexImage2D(TextureTarget.Texture2D, 0, PixelInternalFormat.Rgba, image.Width, image.Height, 0, PixelFormat.Rgba, PixelType.UnsignedByte, image.Data);  GL.GenerateMipmap(GenerateMipmapTarget.Texture2D);  }  else {  Console.WriteLine("Failed to load texture");  }  return texture;  } |

shader.frag

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| #version 330 core  out vec4 FragColor;    in vec3 ourColor;  in vec2 TexCoord;  uniform sampler2D texture0;  uniform sampler2D texture1;  void main() {  vec4 tex0 = texture(texture0, TexCoord);  vec4 tex1 = texture(texture1, TexCoord);  FragColor = mix(tex0, tex1, 0.2);  } |

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| int texture0;  int texture1; |

OnLoad()

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| texture0 = LeadTexture("../../../src/Textures/container.jpg");  texture1 = LeadTexture("../../../src/Textures/awesomeface.png"); |

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| ourShader.use();  ourShader.setInt("texture0", 0);  ourShader.setInt("texture1", 1); |

OnRenderFrame()

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| GL.ActiveTexture(TextureUnit.Texture0);  GL.BindTexture(TextureTarget.Texture2D, texture0);  GL.ActiveTexture(TextureUnit.Texture1);  GL.BindTexture(TextureTarget.Texture2D, texture1);  GL.BindVertexArray(VAO);  GL.DrawElements(PrimitiveType.Triangles, indices.Length, DrawElementsType.UnsignedInt, 0); |

Interface gráfica do usuário

Descrição gerada automaticamente