

Homework 4: P2

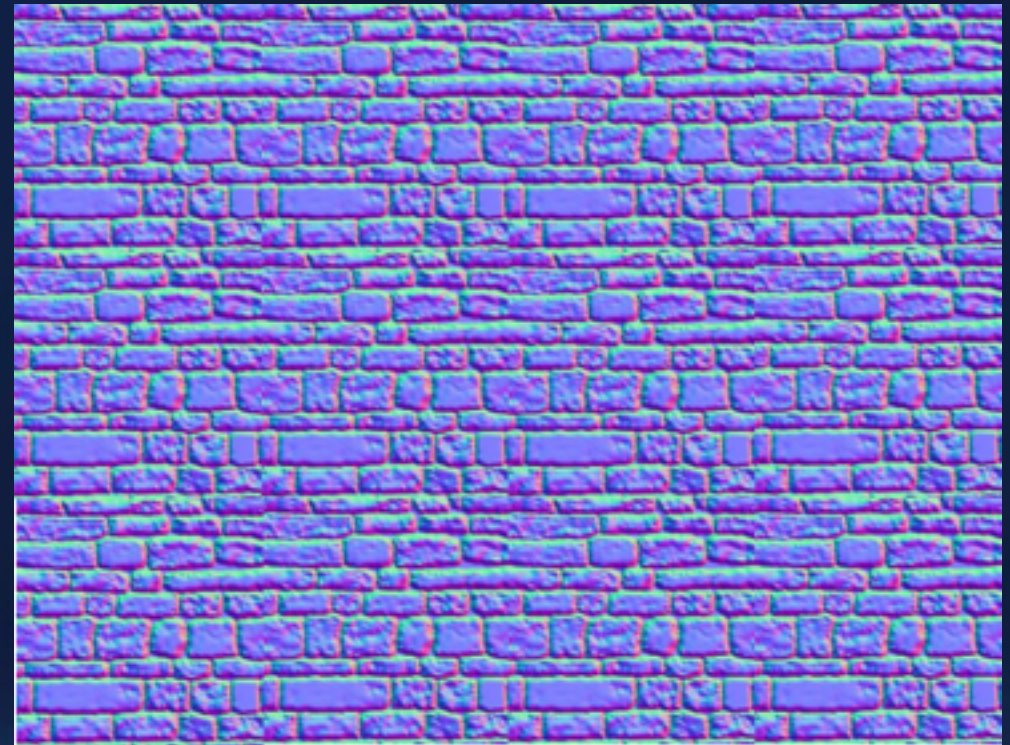
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Texture Images

Landscape



Normal Map



Fragment Shader Code

```
#version 410 core

uniform sampler2D texture_background; //landscape
uniform sampler2D texture_foreground; //noisemap

in vec2 pass_TexCoord; //this is the texture coord
in vec4 pass_Color;
out vec4 color;

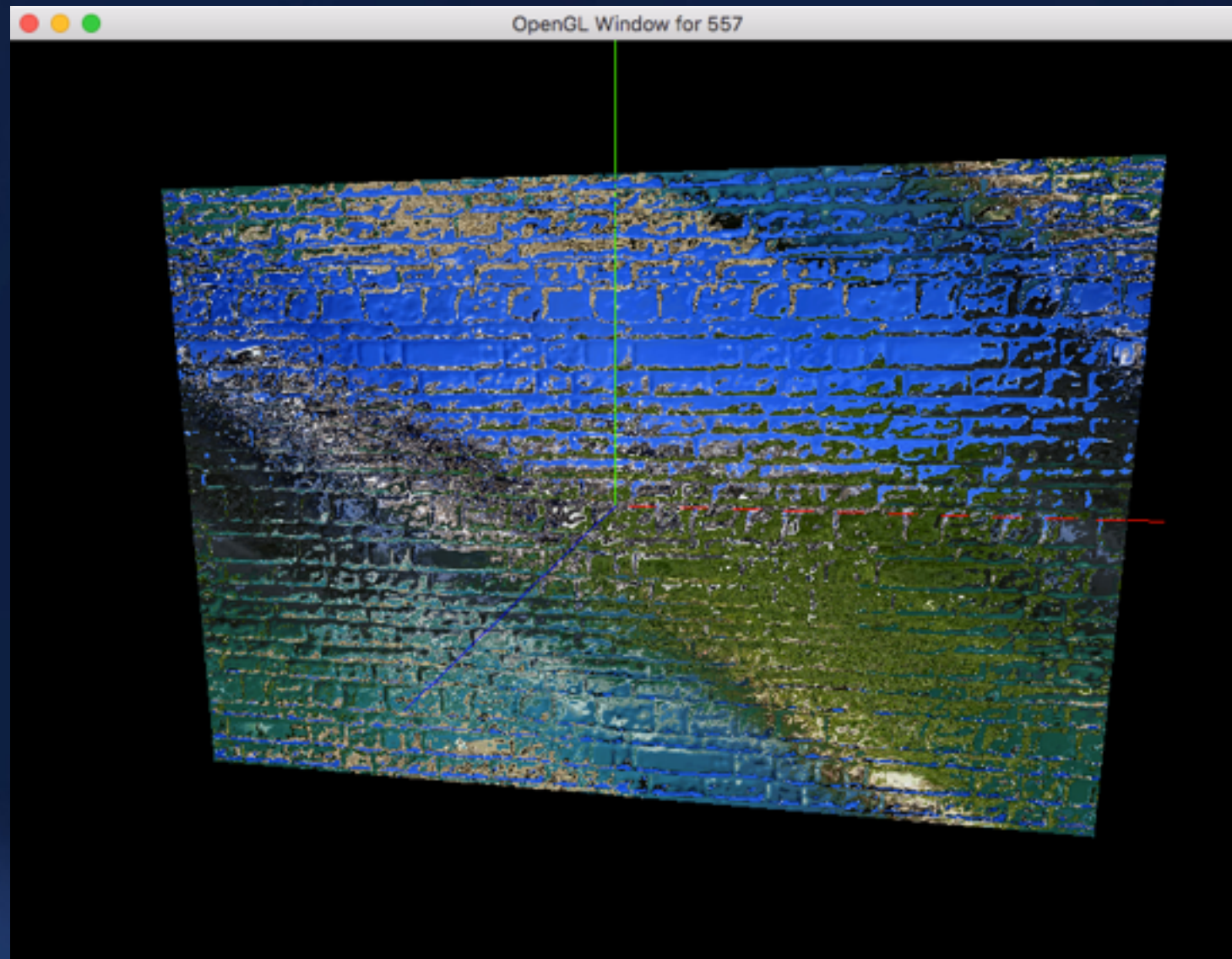
uniform int texture_blend;

void main(void)
{
    vec2 noiseVec;

    noiseVec = normalize(texture(texture_foreground, pass_TexCoord).xy);
    noiseVec = (noiseVec * 2.0 - 1) * .0085; |

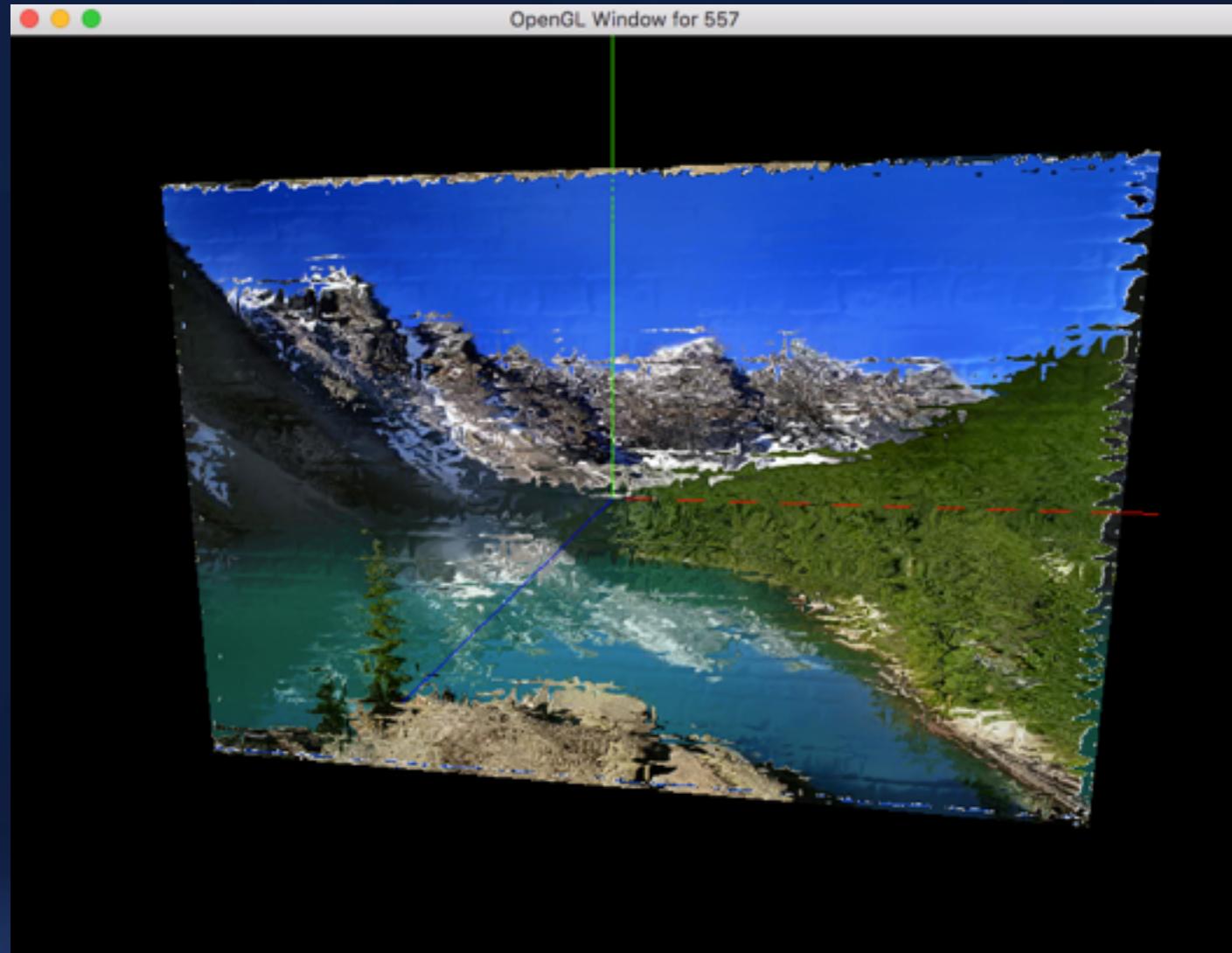
    color = texture(texture_background, pass_TexCoord + noiseVec);
}
```


Observations



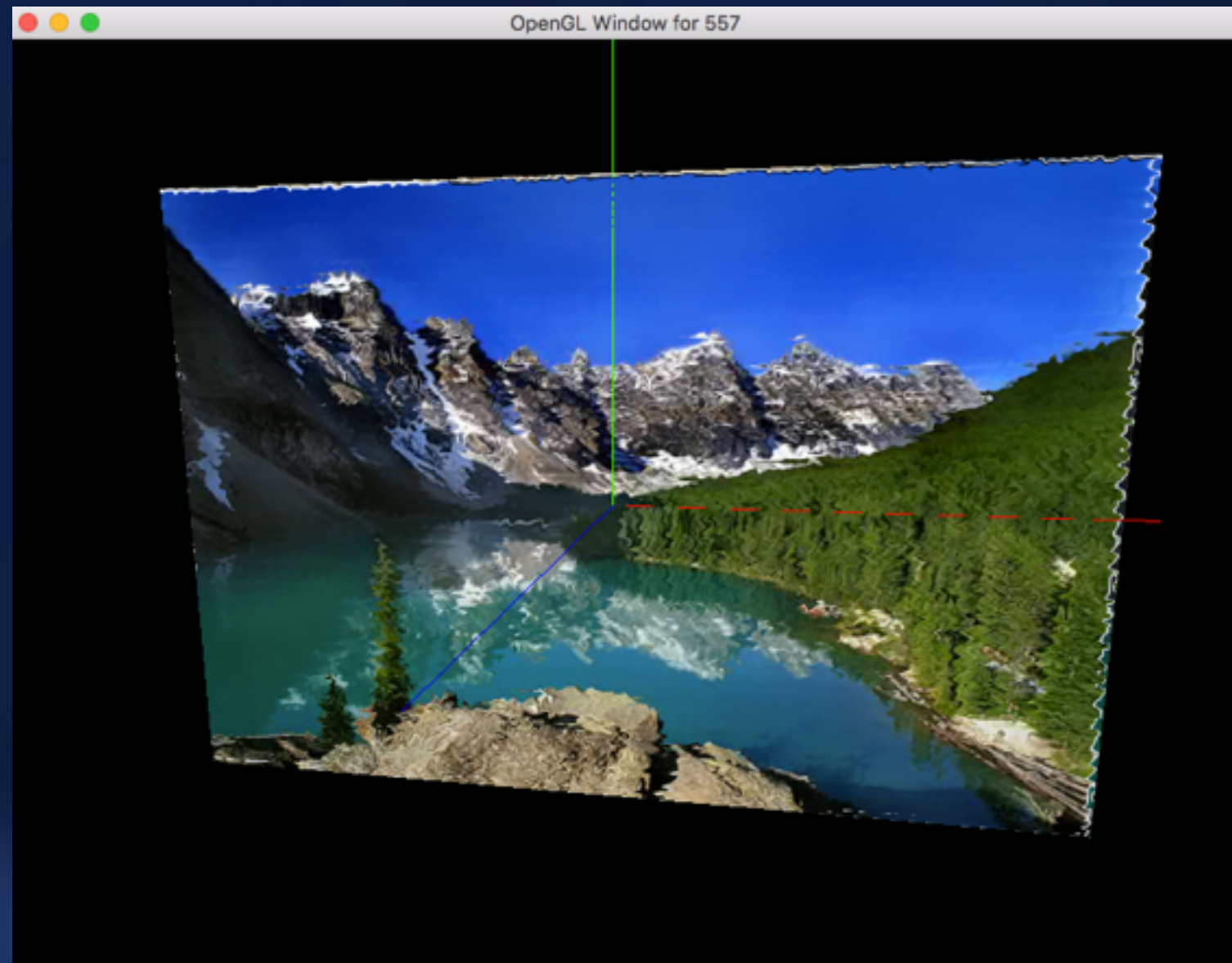
Scaling Factor of 0.25

Observations



Scaling Factor of 0.025

Observations



Scaling Factor of 0.0085

Challenges / Questions?