ME 557

Homework 4: Problem 1

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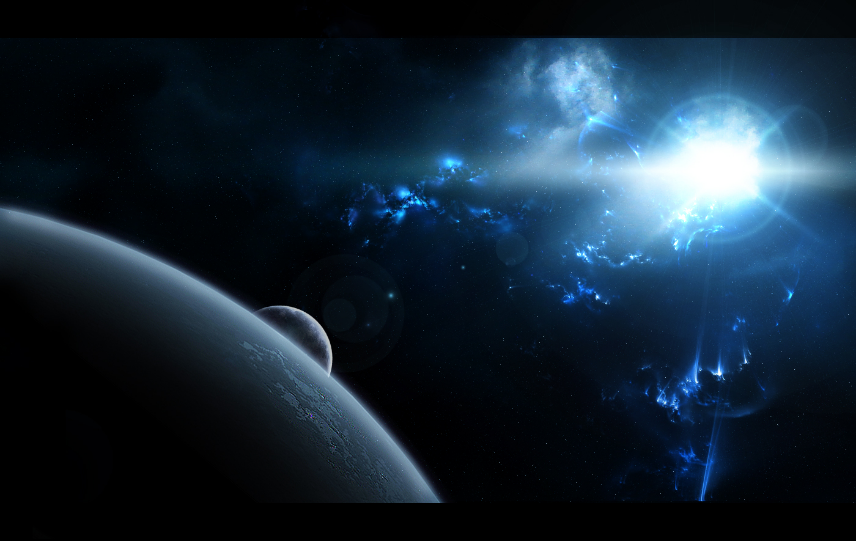
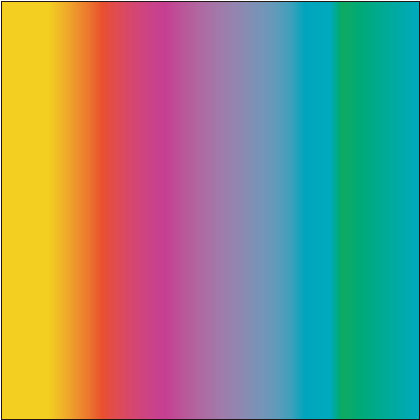
The code has been modified are: Main\_multi\_texture.cpp

Texture.cpp Texture.h

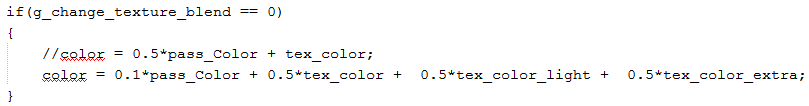
GLApperance.cpp GLApperance.h

The code has been created are: Triple\_texture.fs Triple\_texture.vs

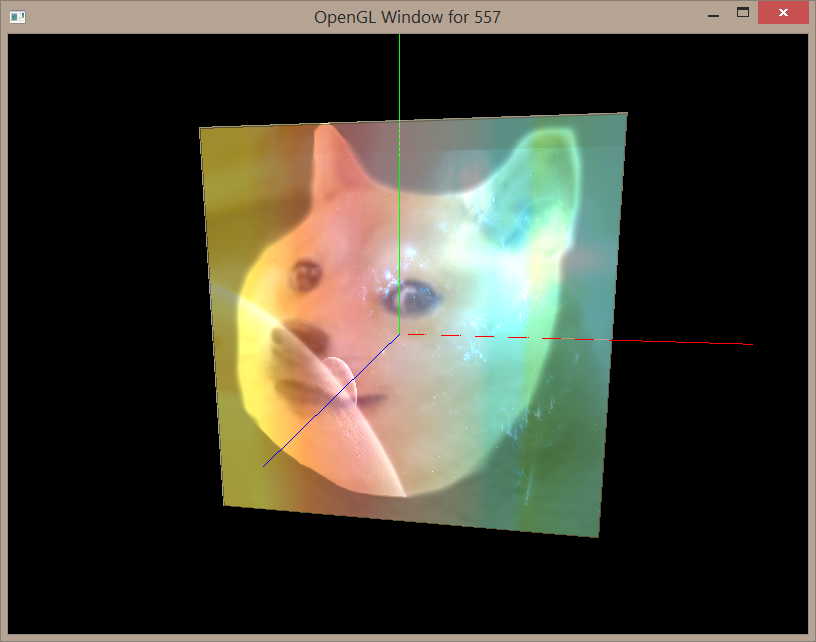
The three images used for problem 1 are doge, rainbow color gradient, and a universal landscape as shown in the below figures.



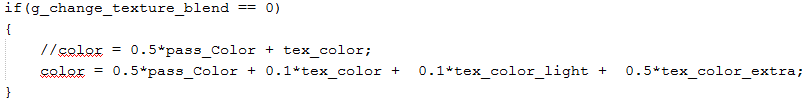
The first blend model has a highlight on those three images, therefore the blend function is defined as:



The image generated by the program is:



The second blend mode has a highlight on the background color, therefore the blend function is defined as:



The image generated from the program is:

