Group

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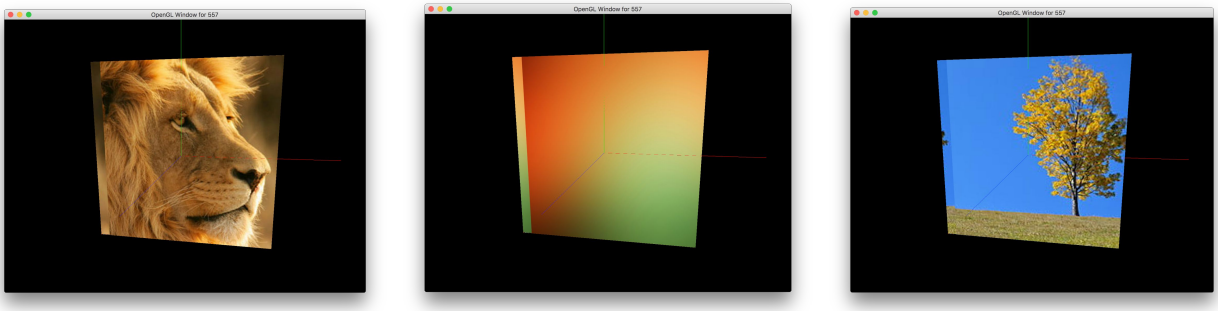
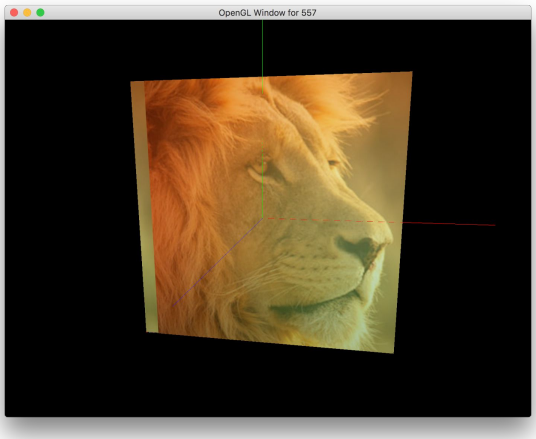
Problem 1

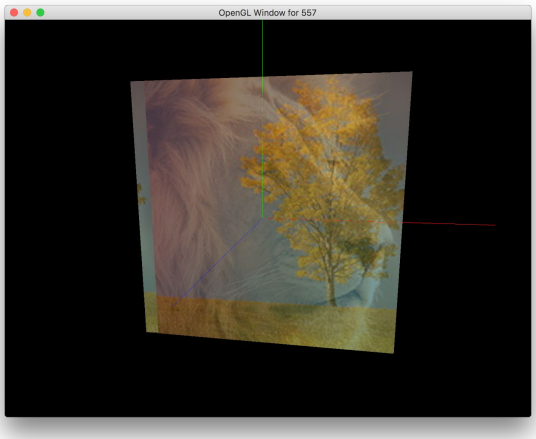
The three images chosen are the following:

Some basic blending options in the shader include no blending at all, in which case whatever texture was used to determine the color will be used fully (and show a single full image as is).

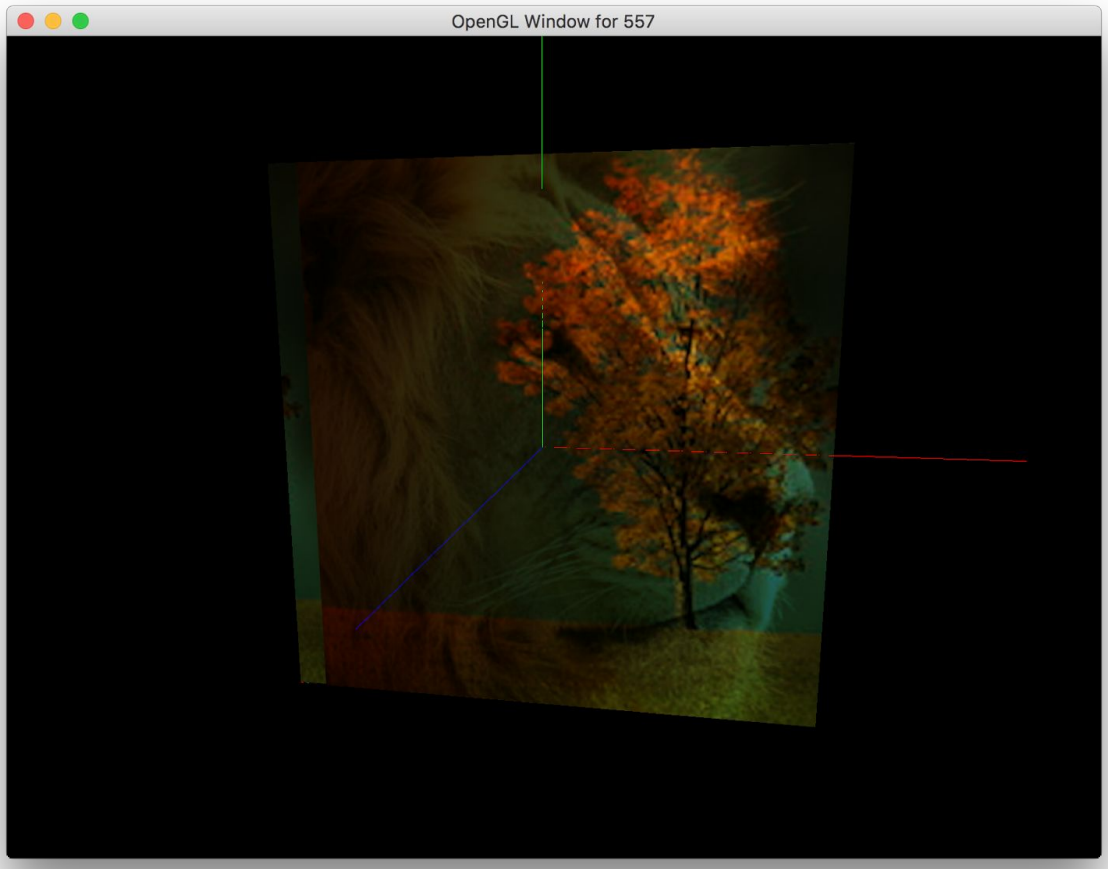


Another option is to scale the image colors for multiple textures, and add them together. This leads to a simple blending/addition of two images to each other.

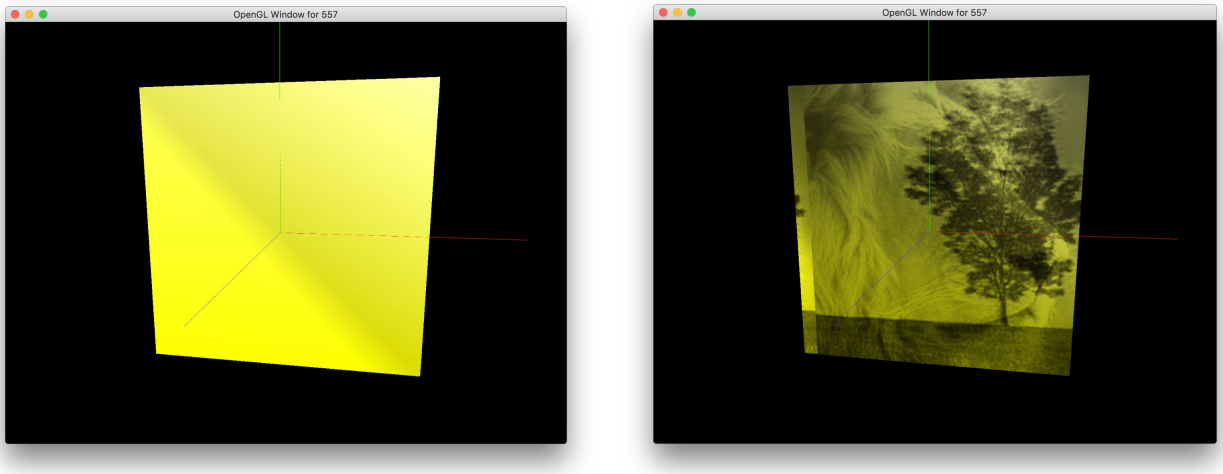




Multiplying the textures together leads to a more darker and more vibrant image (as opposed to the somewhat washed out image shown in the previous screenshot, with just the addition of the texture values).



Another blending option is to use certain color channels of certain images, and blend that with the object's base color.



(Left image: just using the object's pixel color, no texture. Right image: red channel of first texture, green channel of second texture, blue channel of third texture, multiplied by the pixel color).