Group

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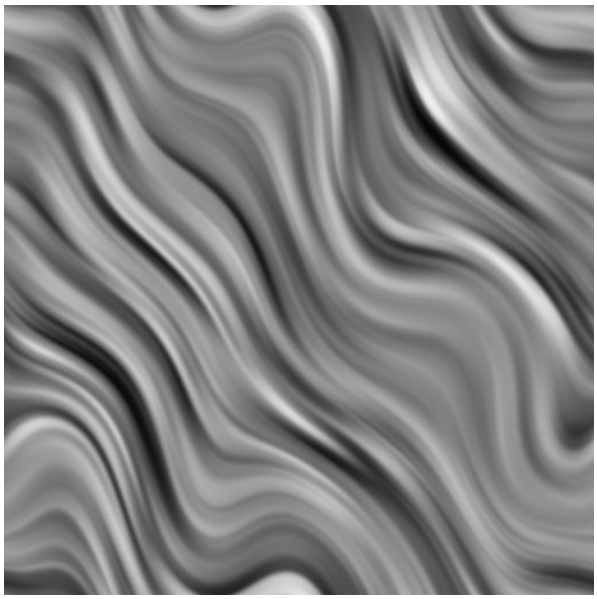
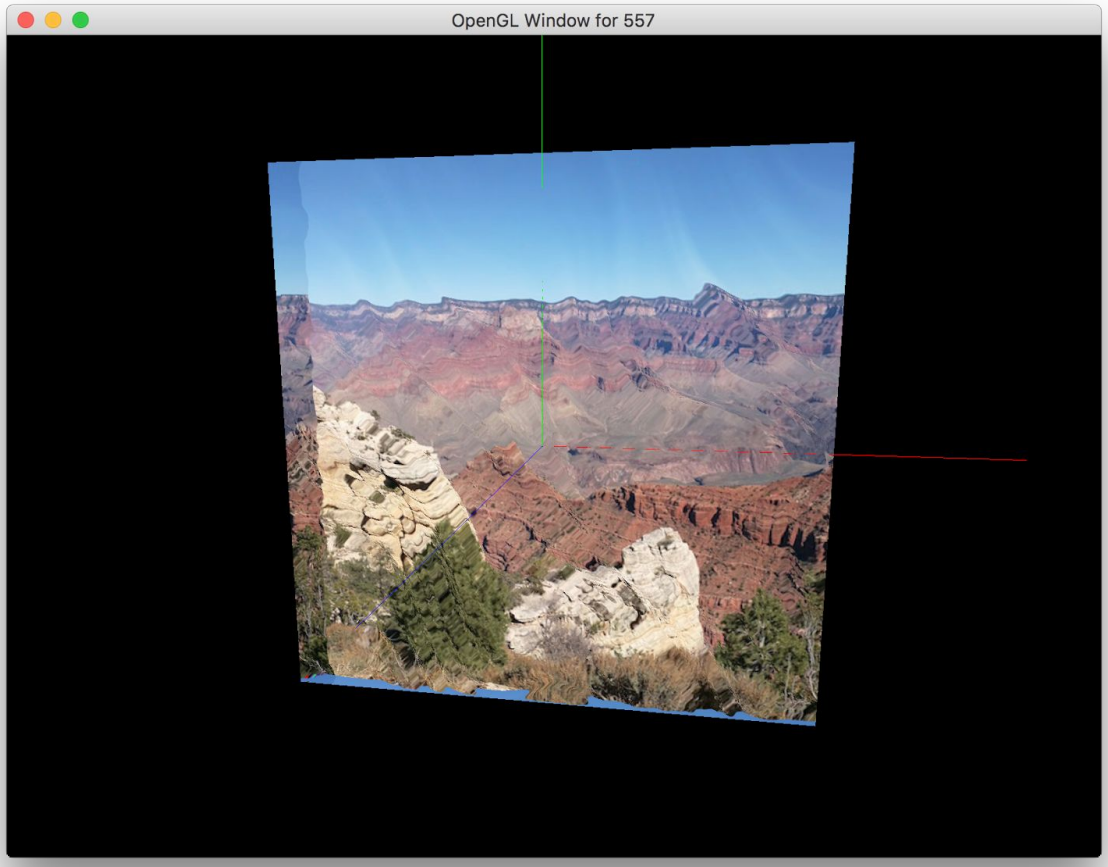
Problem 2

We used the following two images for this part:

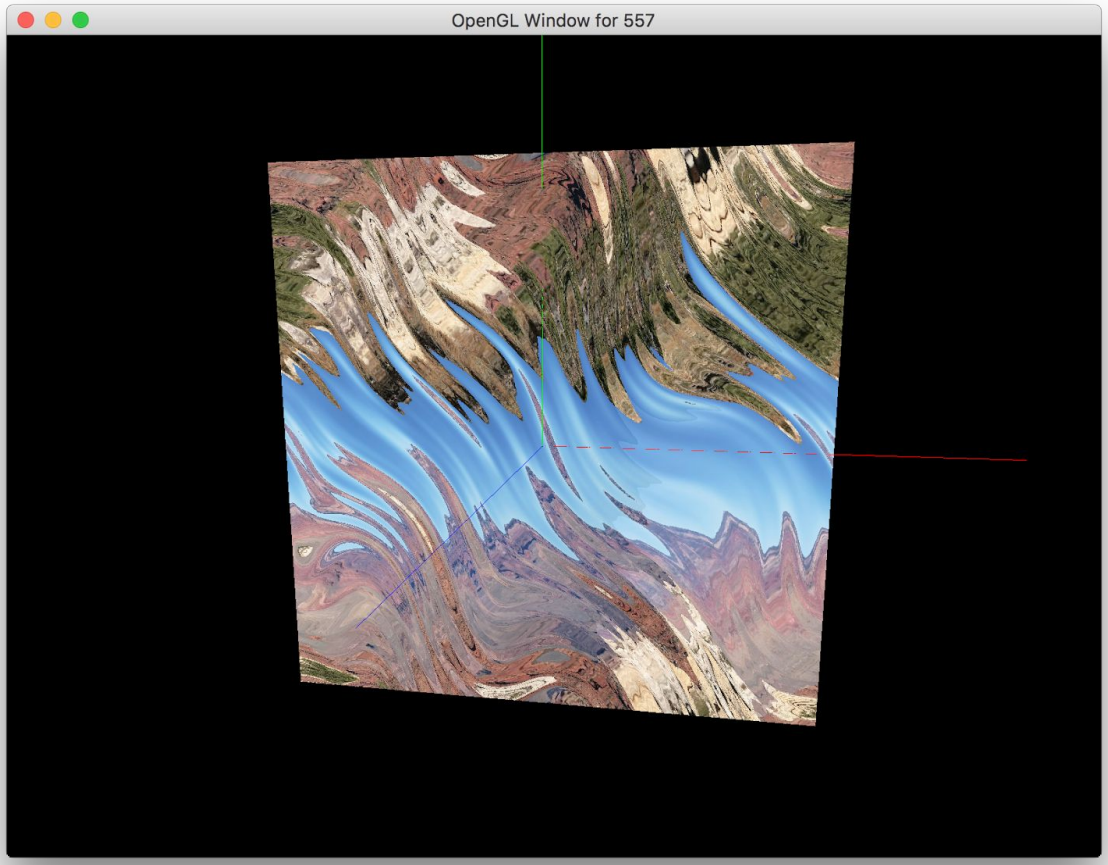



With the photo of the Grand Canyon being the foreground image, and the images with the swirls as the “noise map”. The first challenging thing about this part was getting the fragment shader to compile and work properly. The issue with the sample code in the assignment was that it was trying to assign a vec4 to a vec2, which doesn’t work. We figured that we would want to use certain components of the output, but weren’t sure what to use (rgb, xyz, or a subset of those). Once it was discussed in lecture that using the x and y components would be a good option, this cleared up that issue.

The second issue was figuring out what the modifications were doing. Using the exact modifications on the slide led to the following combination, which isn’t too different from the normal image.



Next we tried just using the normalized xy components of the noise texture, and got something a lot more interesting. With this setup, we basically used the noise texture as is, without playing with the values, and this led to a clear noise modification, and it is clear that the resulting texture uses the colors from the main texture, and follows the contours of the noise texture.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