Noise Maps (Part 2)

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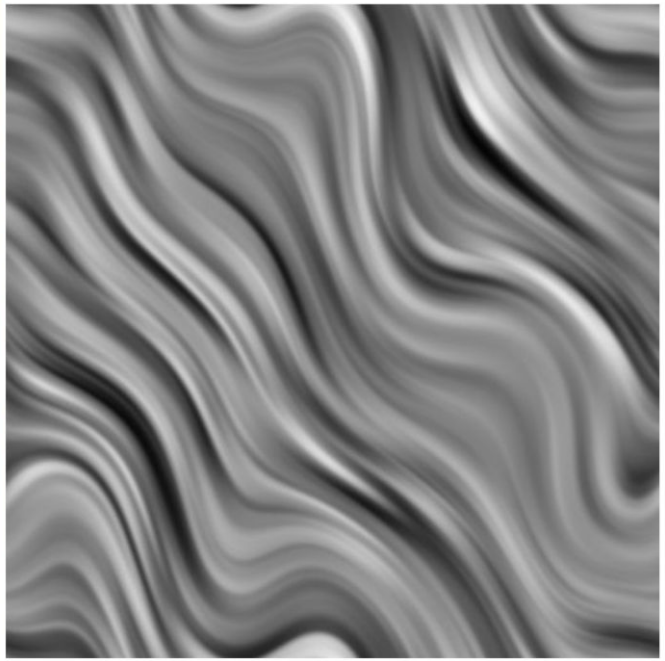
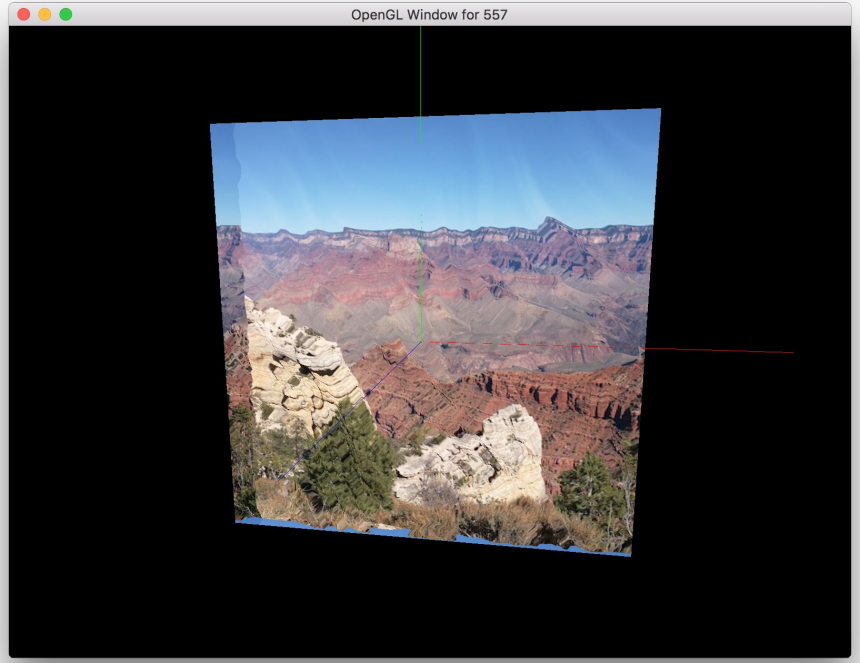
Chosen Images



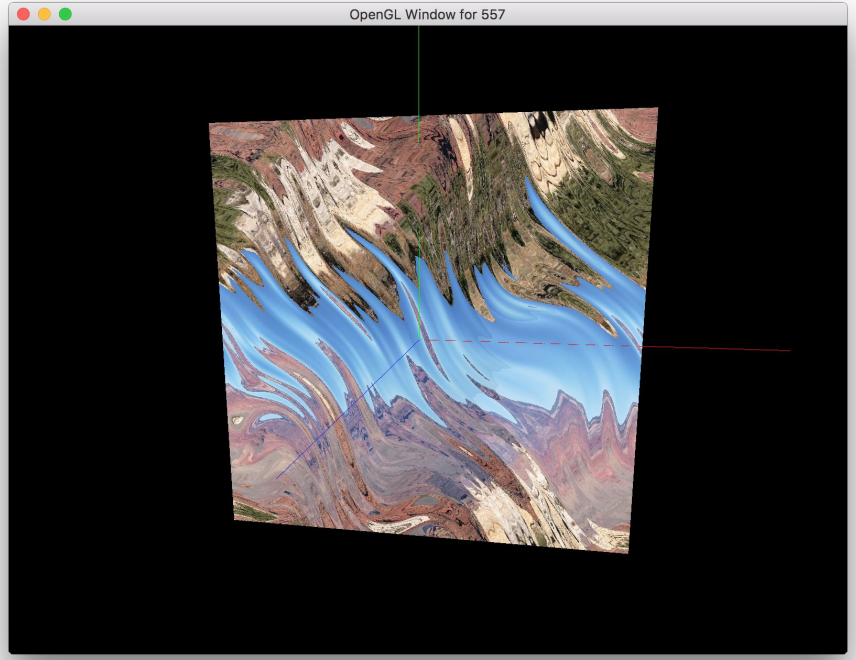
Blending Technique (From assignment)

- Playing with the noise values as in the assignment description
  - noiseVec = normalize(texture(fg, pass_TexCoord)).xy
  - (noiseVec * 2.0 - 1.0) * 0.035
- With the selected images, not a hugely noticeable difference
- Slight waves in the image



Blending Technique (Using XY directly)

- Using the x and y components of the noise image directly
  - noiseVec = normalize(texture(fg, pass_TexCoord)).xy
- Much more noticeable noise difference
- Very cool effect



Challenges

- Getting fragment shader to compile
  - Code in slides wasn’t complete, so needed to determine what components of the noise texture to use
- Figuring out what ‘noiseVec’ represents and what impact it has
  - The first set of images didn’t really show a noticeable difference with the code from the slides, so it was difficult to tell whether we were actually doing anything