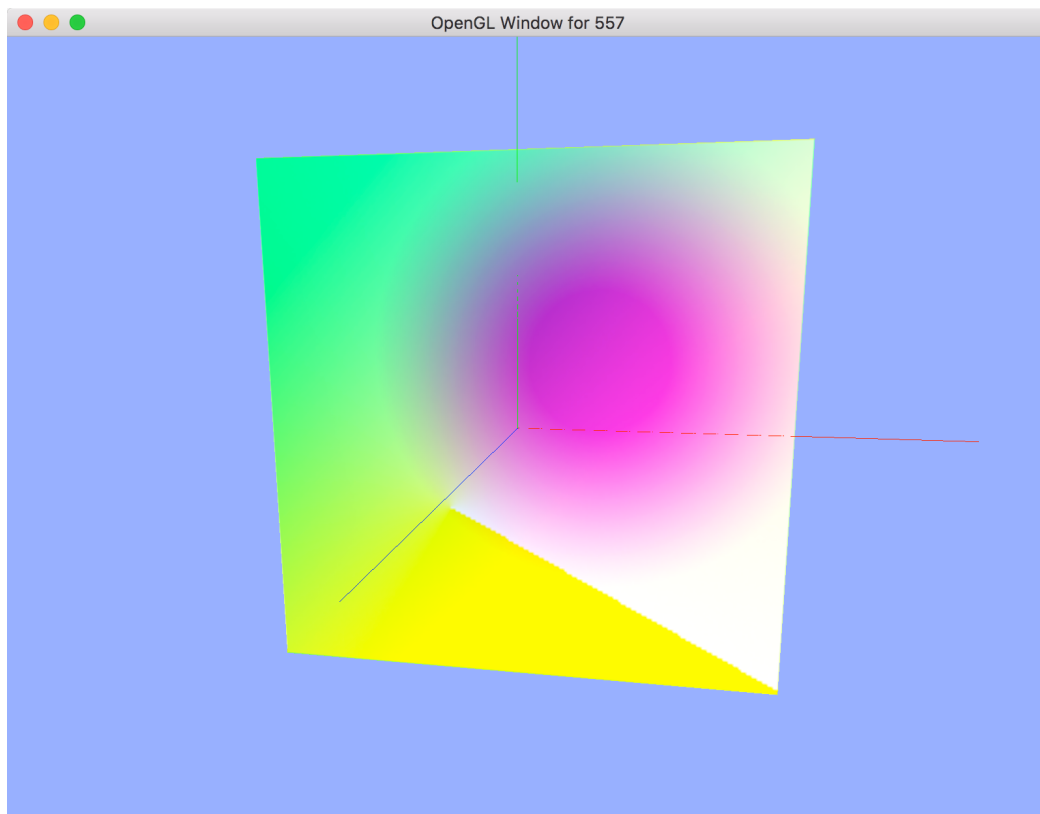
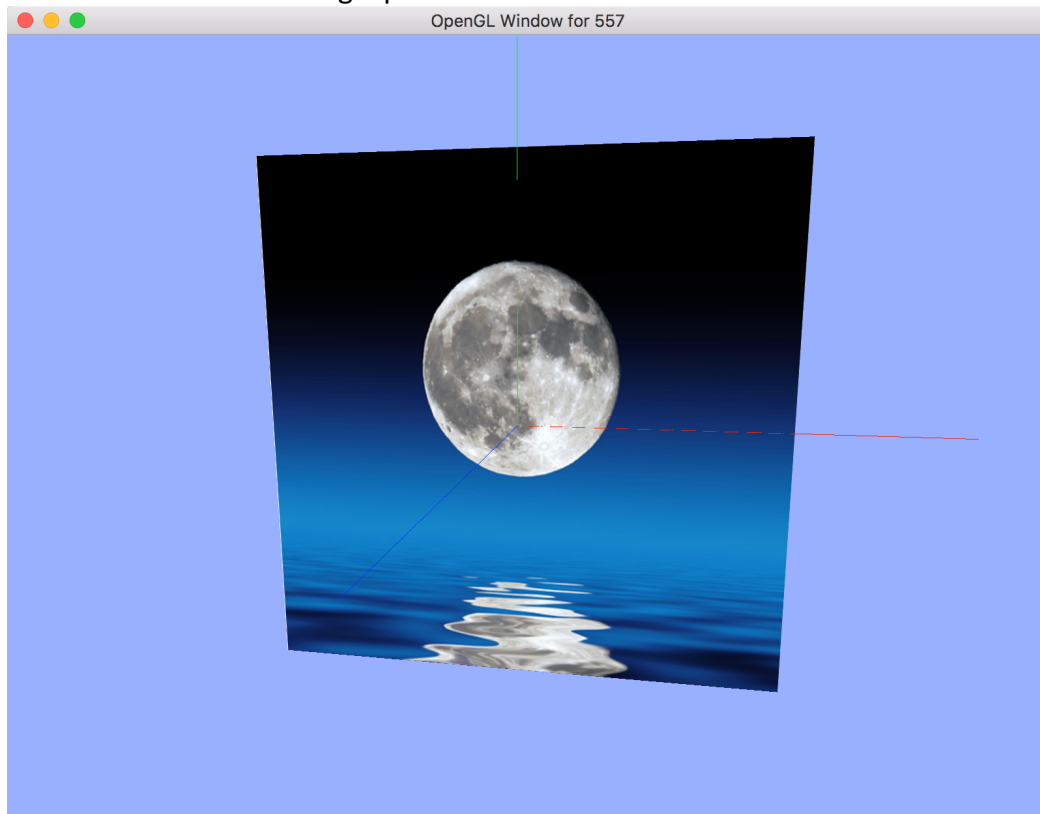
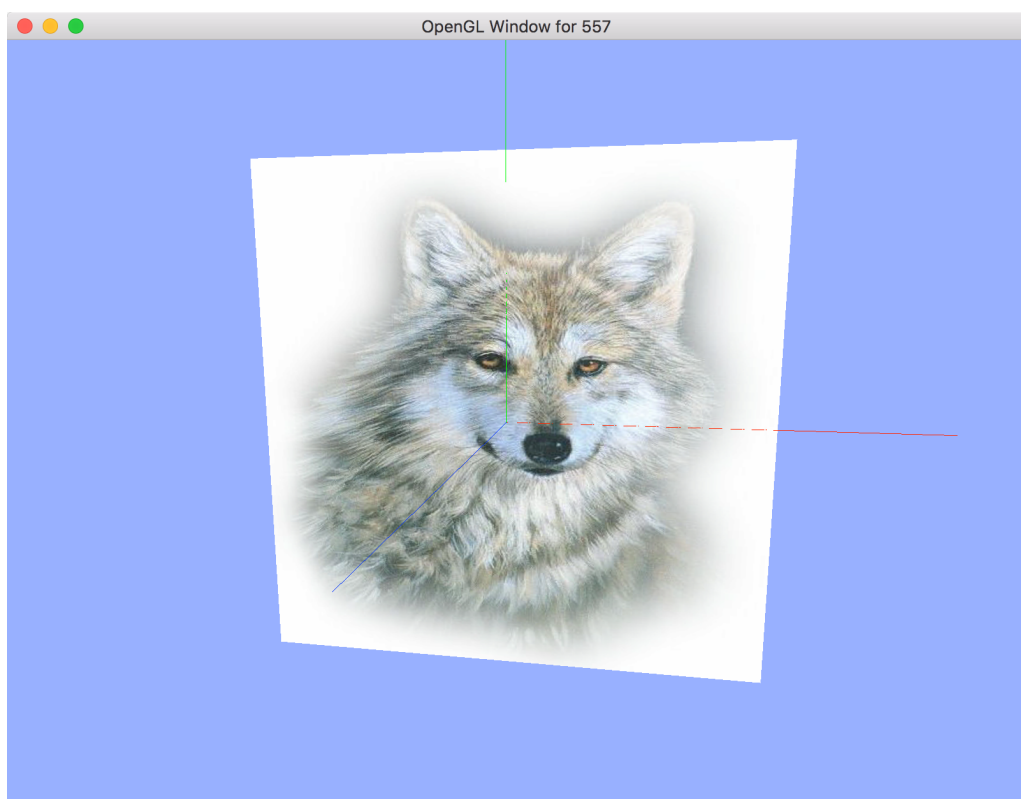


## Problem 1: 3 different single pictures





Problem 2:

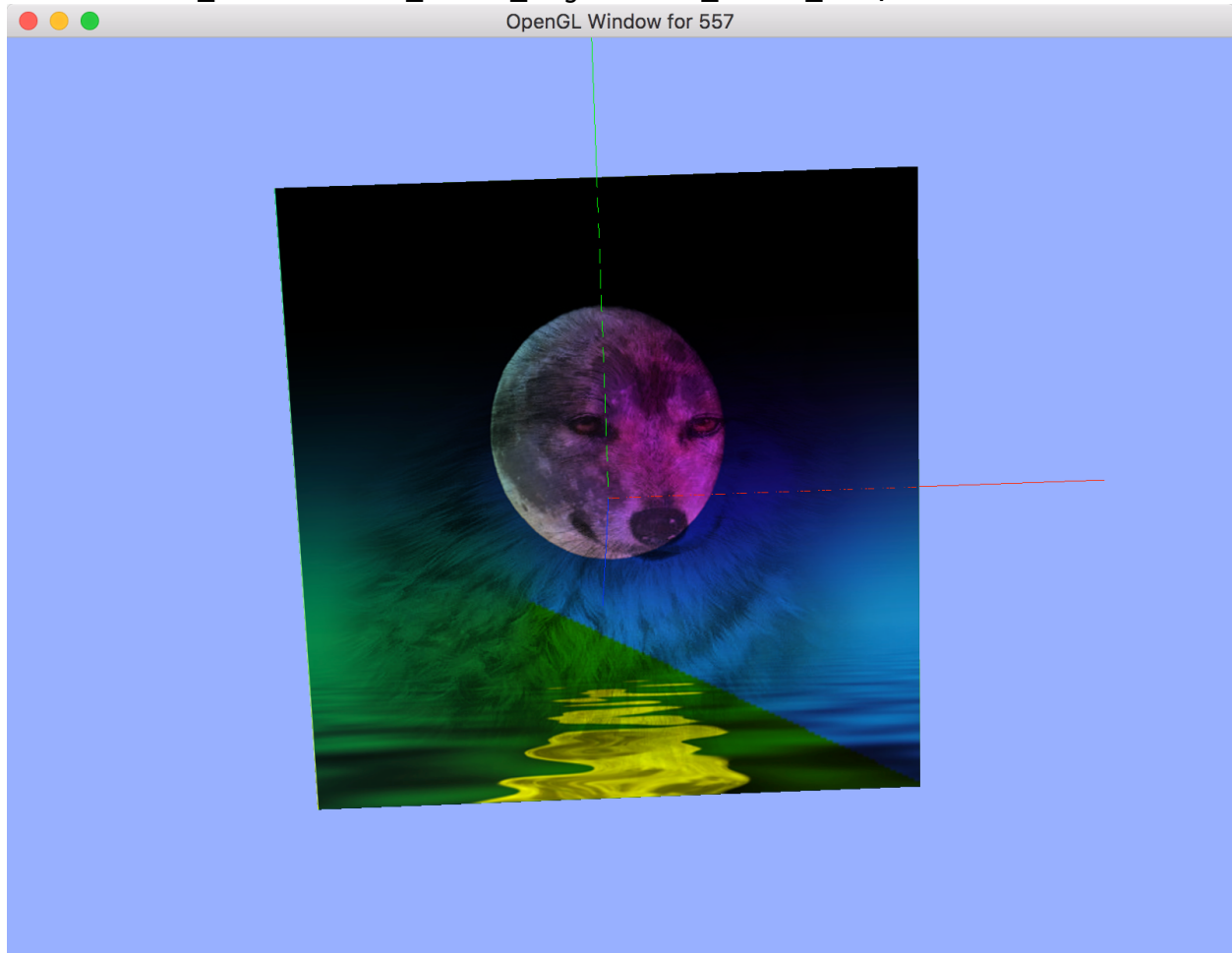
tex\_color: color of picture Wolf-2.bmp

tex\_color\_light: color of picture SuperMoon.bmp

tex\_color\_add: color of picture color.bmp

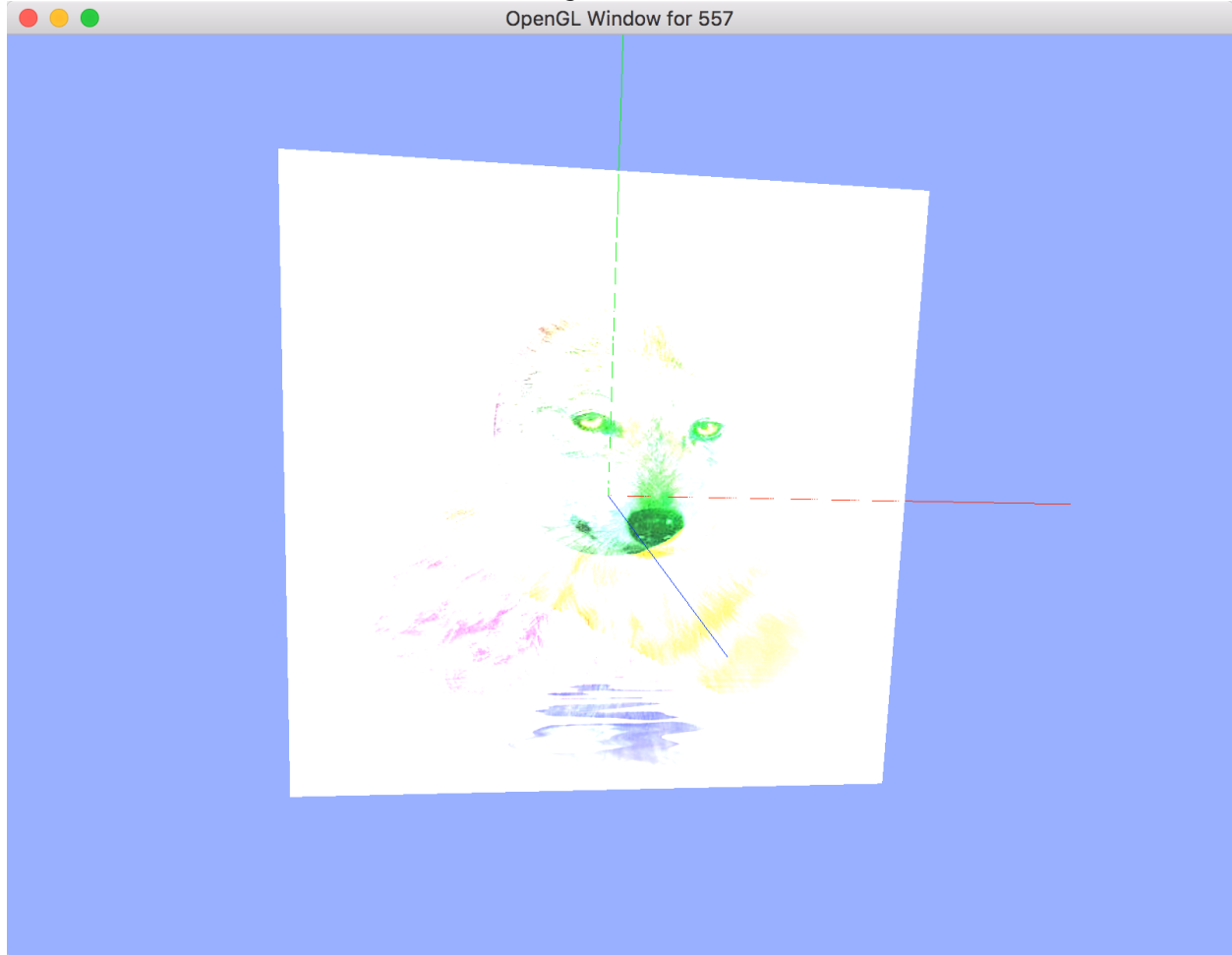
Blend function 1:

```
color = tex_color * tex_color_light* tex_color_add;
```



Blend function 2:

```
color = tex_color / tex_color_light / tex_color_add ;
```



Problems:

When I tried to finish this assignment with the basic code, I tried to draw the square first, but failed. I checked the code for several times, and couldn't tell what wrong with the code. Finally, I downloaded some code from GitHub, changed blend functions in the multi\_texture.fs file and add the third image part in the texture.h and texture.cpp files. During this process, something wrong happened because of the image form and some parameters.