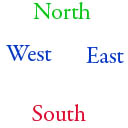
**MultiTexture**

Demo’s of X3D’s MultiTexture node with its modes. Here are the texture maps used in the demo’s



Deedee1.jpg green.jpg news\_texture\_map.jpg red.jpg



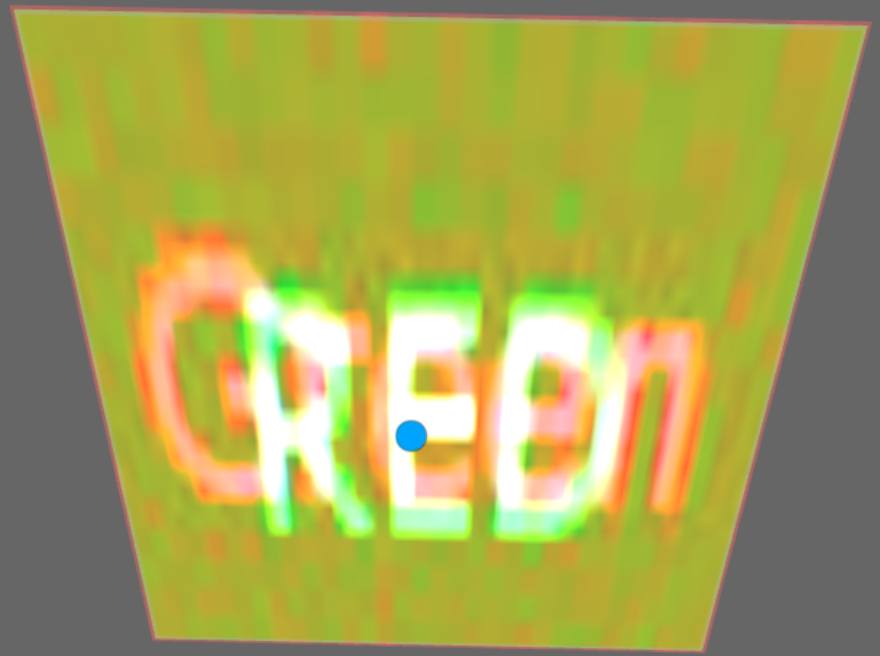
Brickwall.png brickwall\_lightmap.png

**multi-texture\_Add.x3d**

Adds green.jpg + red.jpg

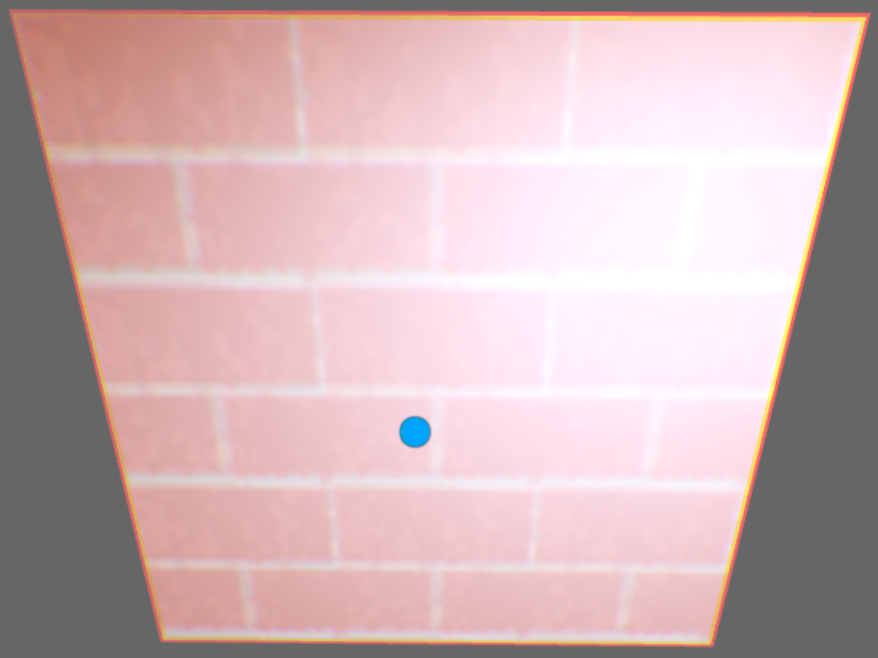


**multi-texture\_AddSigned.x3d**

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**multi-texture\_AddSmooth.x3d**

Adds brickwall.png with brickwall\_lightmap.png

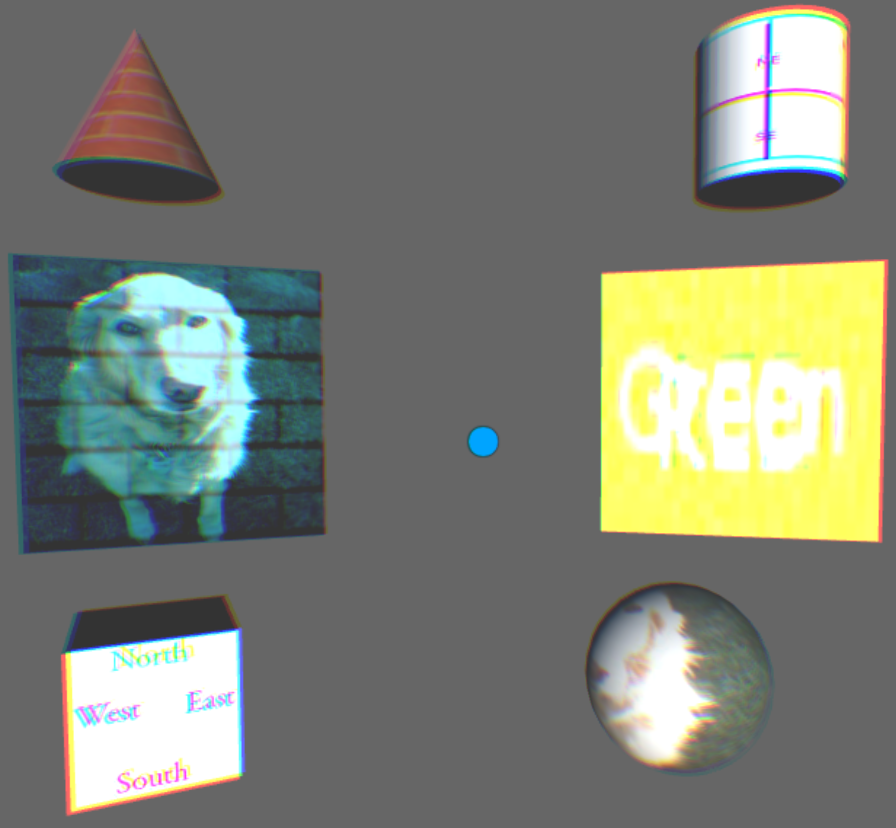
****

**multi-texture\_GeneralDemo.x3d**

The four upper and lower left and right object are just regular textured primitives, no multi-texturing.

The middle images are both multi-textured. The left is SUBTRACTing the brickwall from the dog image. The right image is ADDing red.jpg + green.jpg.

This demo is just a test to make sure we can still mix regular textured images with multi-textured images.

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**multi-texture\_Modulate.x3d**

Modulate multiplies the new\_texture\_map with the dog image.

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**multi-texture\_None.x3d**

This demo sends a dummy mode of “NONE” which thus should default to MODULATE, using the dog image with the brick wall.



**multi-texture\_Subtract.x3d**

SUBTRACT the dog image from the news\_texture\_map image.

