

Problem 2

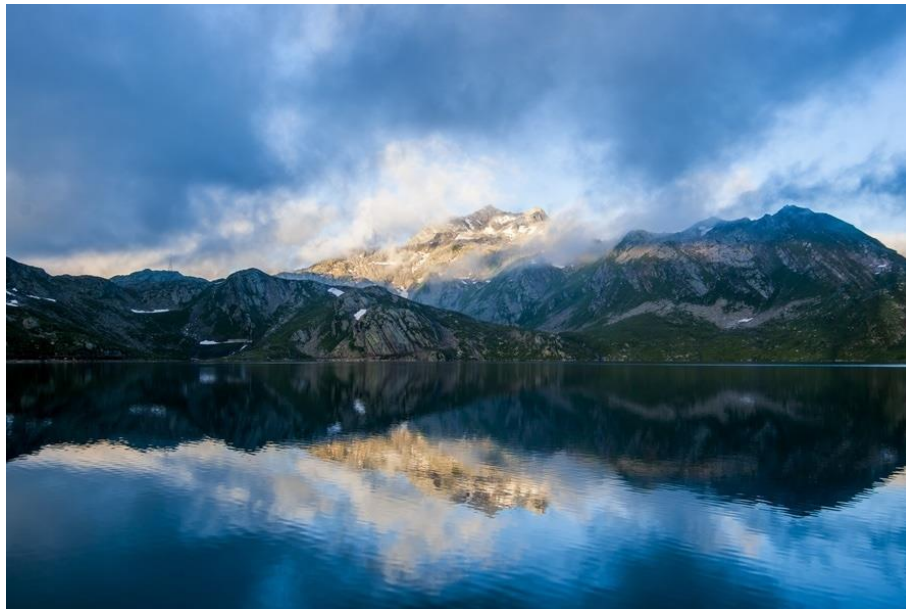
Create a single plane and combine three images as textures on this plane.

We had to select three images and blend them

Color gradient:



Landscape:

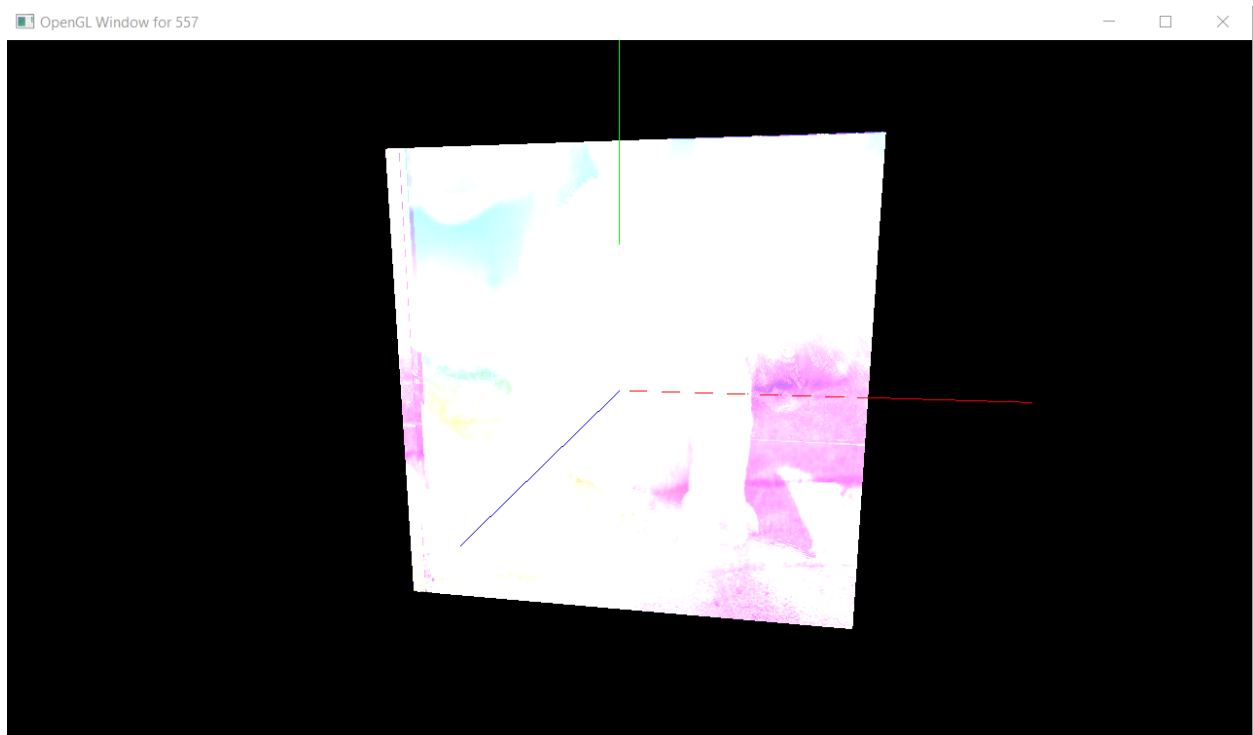


Animal:



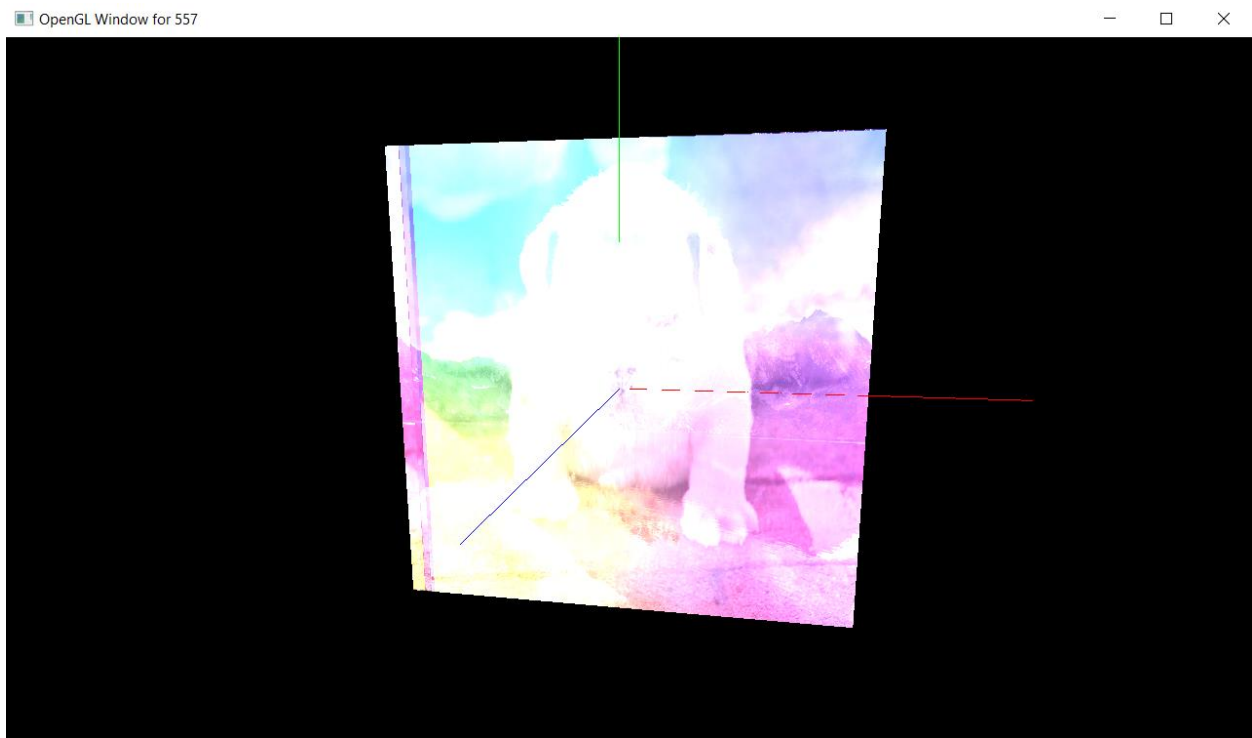
Below are the different blending modes that were used

1. $\text{color} = 0.1 * \text{pass_Color} + \text{tex_color} + \text{tex_color_light} + \text{tex_color_middle};$



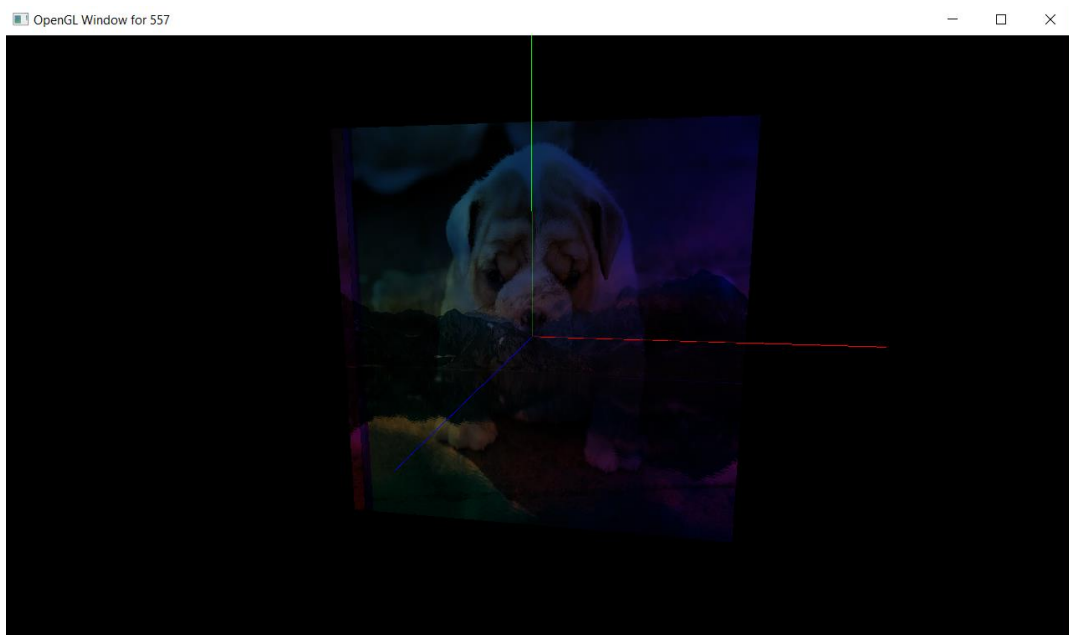
As we can see from the above picture that the output is not clear and that the image appeared white because all the textures are multiplied by a factor of 1.

2. $\text{color} = 0.1 * \text{pass_Color} + 0.7 * \text{tex_color} + 0.7 * \text{tex_color_light} + 0.7 * \text{tex_color_middle};$



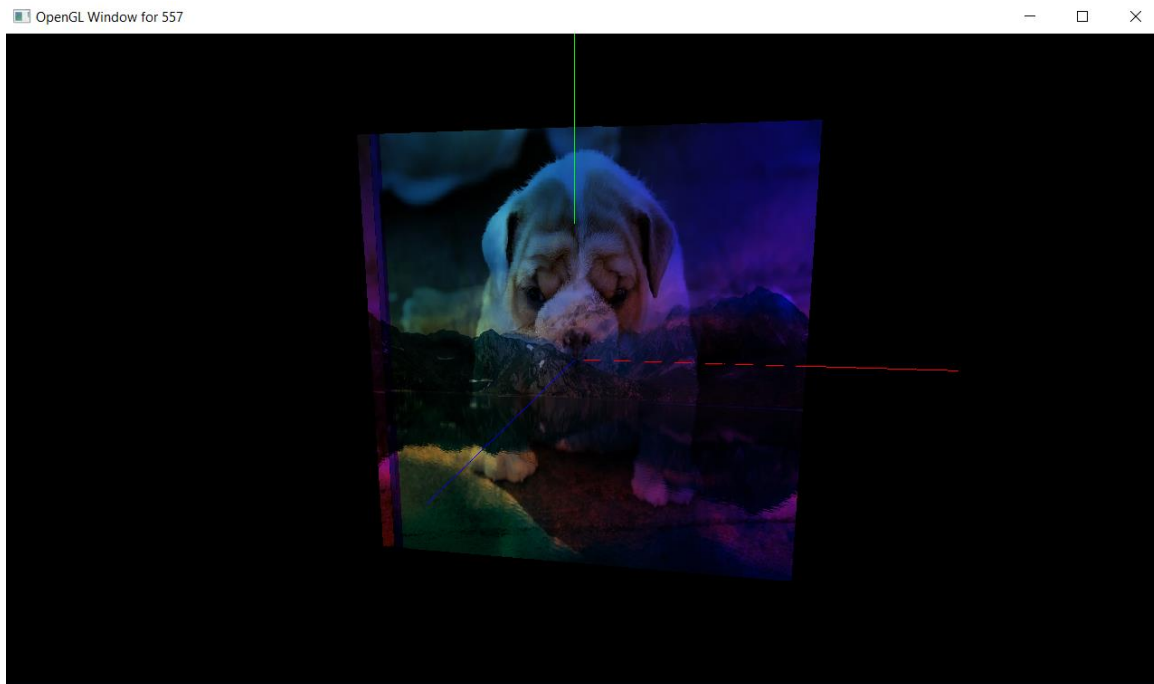
In order to have more clarity we multiplied the above textures by 0.7. We can see that all the 3 texture are quite noticeable when compared to the above blending texture.

3. $\text{color} = (\text{tex_color_light} * 0.7) * \text{tex_color} * \text{tex_color_middle}$



As the `color_light` is multiplied by a factor of 0.7 the brightness of the picture is less when compared to the image below.

4. `color = tex_color * tex_color_light*tex_color_middle;`



The brightness of the above picture is increased than the previous one as all the textures are multiplied.