

Homework 4 Part 2

Gradient:



Sunset:



Person:



Blend1:



Color = Gradient/3 + Sunset/3 + Person/3

Blend2:



$\text{Color} = \text{Sunset} * \text{Gradient} * \text{Person} * 4$

Largest Obstacle:

It is important to notice which channel should be used for texture to decide using RGB or RGBA. And resolution should be read from the texture code.