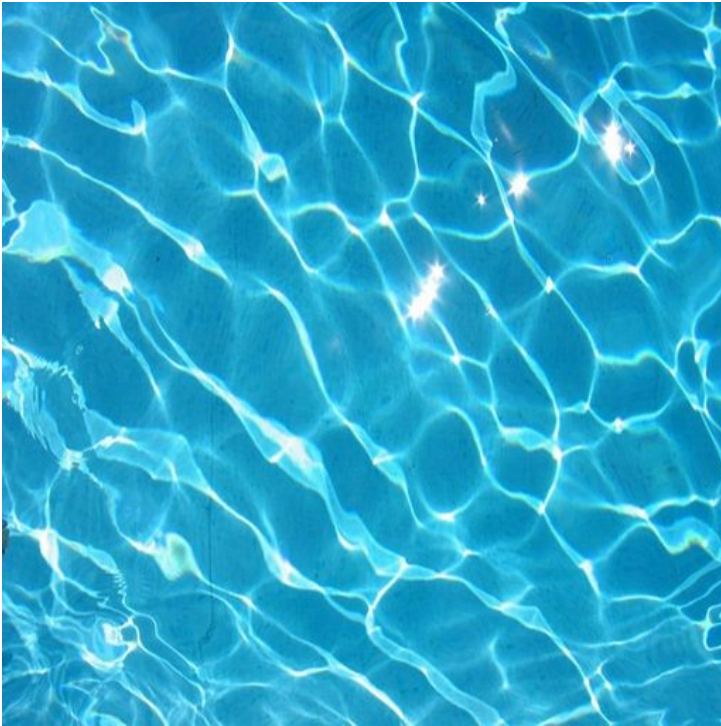
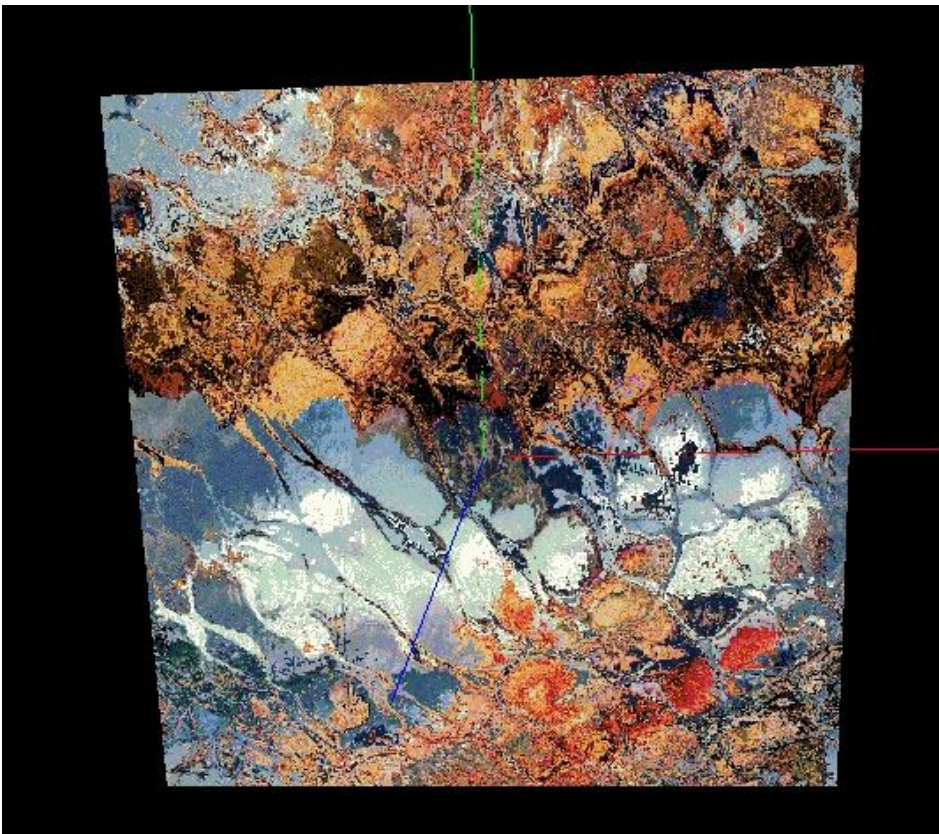


Homework 4 Problem 2

The two image i used below:



Result:



The blue water picture is being used as a noise map and the image of the dragon in the city is being used as a foreground image. Getting fragment shader to work was hard and getting the right modification was hard. Different combination later and playing around with the values the following result was generated that show the noise map of water texture in the dragon with city image.