Experiment blending 3 images

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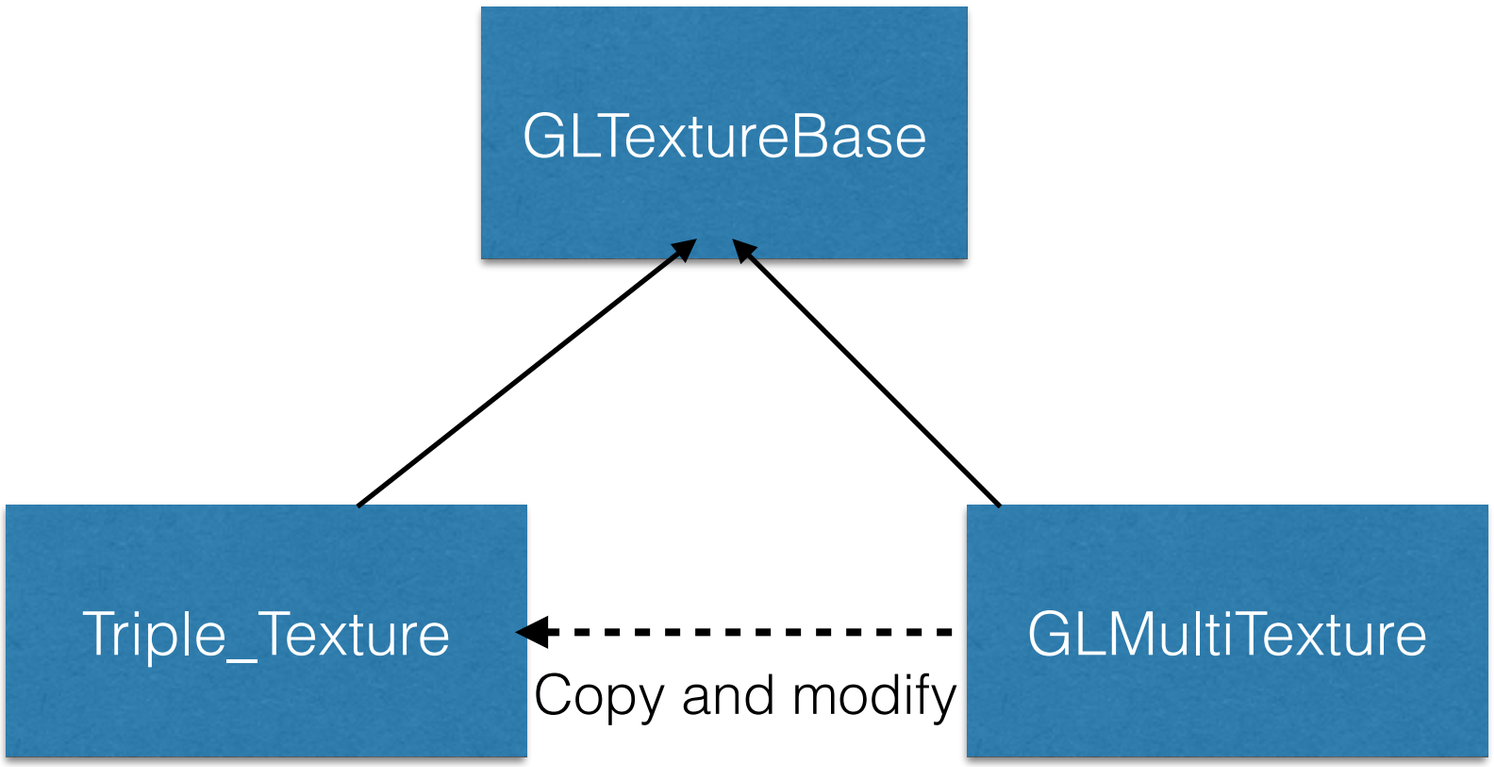
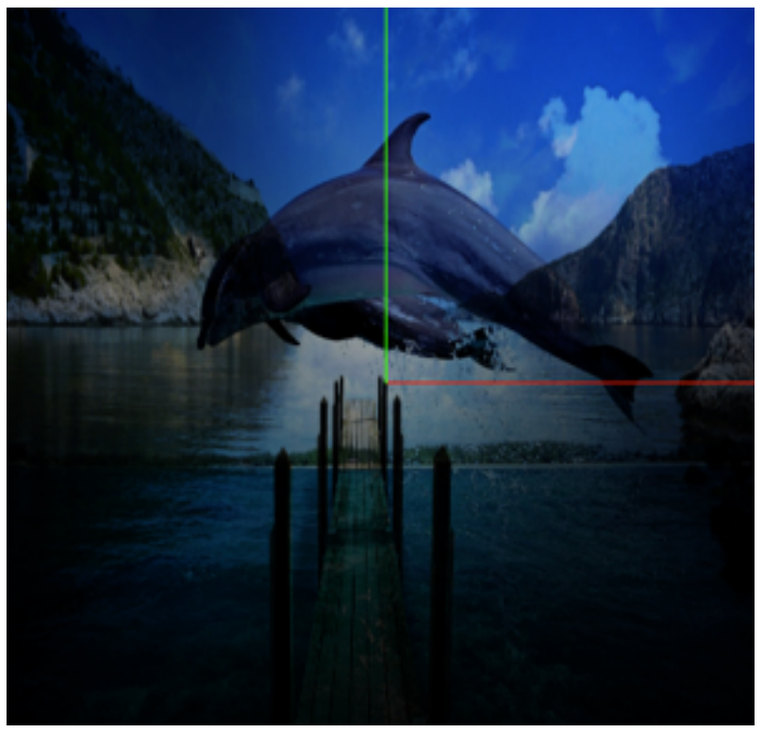
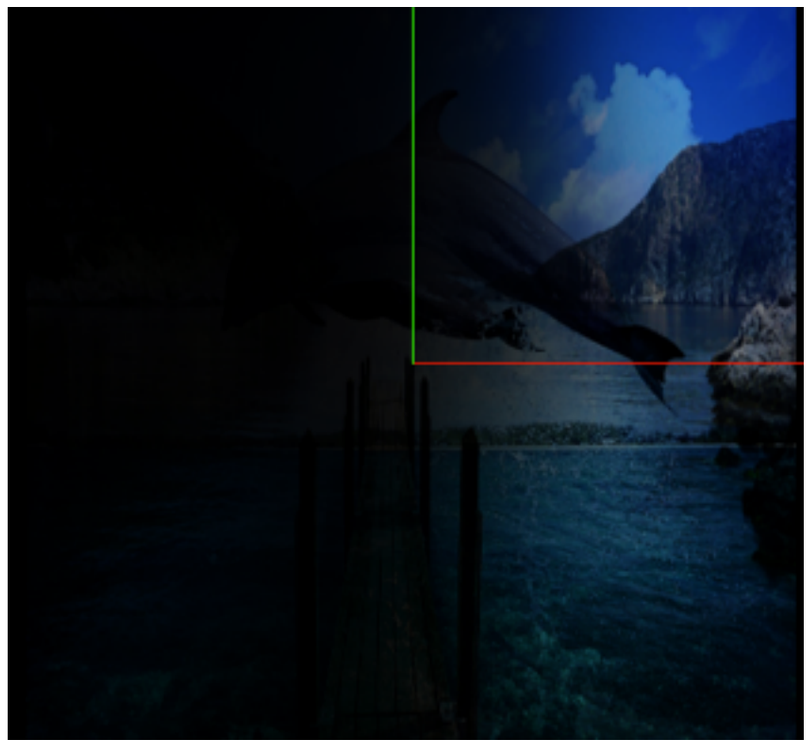

GLTextureBase
Triple_Texture
GLMultiTexture
Copy and modify

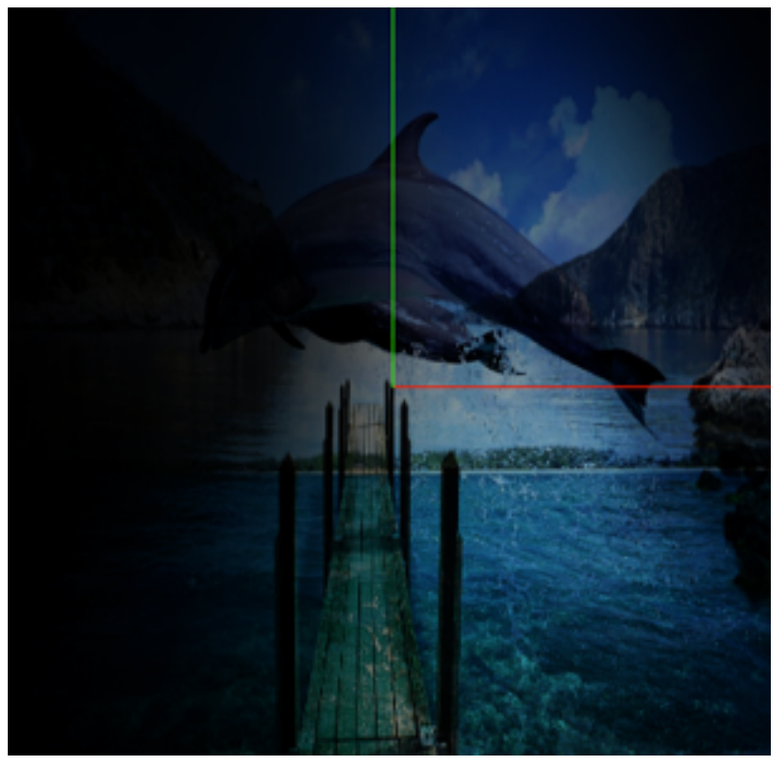
- color = 0.1 * pass_Color + 0.3 * tex_color + 0.8 * tex_color_light + 0.4 * tex_color_extra;

- color = tex_color * tex_color_light * tex_color_extra

- (tex_color_light.r)*tex_color * tex_color_extra







red

Blue

Challenges

- Adding the third image
- How to map each texture into separate coordinates in the same model ? (still not answer)
- -> choose images that fit the default mapping (mapping each image into 4 corners of the plane)

Thank you!