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Subject: Re: cgBlendImage, more than 2 images?  
Posted by [sam.tushaus](#) on Thu, 02 Apr 2015 17:11:41 GMT  
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On Thursday, April 2, 2015 at 11:40:39 AM UTC-5, Mike Galloy wrote:

> On 4/2/15 8:25 AM, wrote:

>> Hello! I was wondering if anyone had tried using cgBlendImage to  
>> blend more than 2 images. I have 4 images - I've tried blending 2 of  
>> the images, blending the other 2, and blending those together, but  
>> I've had no luck thus far. Has anyone tried this? Should I simply  
>> stick with two separate blended images instead?

>

> I don't know the details of cgBlendImage, but if you want to blend four  
> images like:

>

>  $I = a * I1 + b * I2 + c * I3 + d * I4$

>

> where  $a + b + c + d = 1$ , then you should blend the first two images  
> together to get I12:

>

>  $I12 = a / (a + b) * I1 + b / (a + b) * I2$

>

> Blend images 3 and 4 to get I34:

>

>  $I34 = c / (c + d) * I3 + d / (c + d) * I4$

>

> Then blend the I12 and I34 to get the result:

>

>  $I = (a + b) / (a + b + c + d) * I12 + (c + d) / (a + b + c + d) * I34$

>

> Is that what you are doing?

>

> -Mike

Yes! That's what I was trying to do. I'm not sure where you're getting a, b, c, and d though - I'm not weighting each image by anything. I don't think it's necessary, from the documentation.

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