Using the Accumulation Buffer to Achieve Motion Blur

1. Multiply the Accumulation Buffer by \((1 - K)\)
2. Draw the new frame into the Back Buffer
3. Multiply the Back Buffer by \(K\) and add it into the Accumulation Buffer ("accumulate")
4. Return the Accumulation Buffer to the Back Buffer
5. `glutSwapBuffers()`

The first frame results in: \(FB_1 = K \times F_1 + (1-K) \times \text{Black}\)

The second frame results in: \(FB_2 = K \times F_2 + (1-K) \times FB_1 = K \times F_2 + (1-K) \times K \times F_1 + (1-K)^2 \times \text{Black}\)

The third frame results in: \(FB_3 = K \times F_3 + (1-K) \times FB_2 = K \times F_3 + (1-K) \times K \times F_2 + (1-K) \times K \times K \times F_1 + (1-K)^3 \times \text{Black}\)

```c
glAccum(GL_MULT, 1.-K);
glAccum(GL_ACCUM, K);
glAccum(GL_RETURN, 1.00);
```