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: \(FB1 = K*F1 + (1-K)\text{Black}\)

The second frame results in: \(FB2 = K*F2 + (1-K)*FB1 = K*F2 + (1-K)*K*F1 + (1-K)\text{Black}\)

The third frame results in: \(FB3 = K*F3 + (1-K)*K*F2 + (1-K)^2*K*F1 + (1-K)^3\text{Black}\)

```c
  glAccum( GL_MULT, 1.0 - K );
  glAccum( GL_ACCUM, K );
  glAccum( GL_RETURN, 1.00 );
```
Using the Accumulation Buffer to Achieve *Motion Blur*

\[ K = 0.10 \]