Using the Accumulation Buffer

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Using the Accumulation Buffer to Achieve *Motion Blur*

1. Multiple 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)*Black

The second frame results in: FB2 = K*F2 + (1.-K)*FB1 = K*F2 + (1.-K)*K*F1 + $(1.-K)^2$*Black

The third frame results in: FB3 = K*F3 + (1.-K) *K*F2 + $(1.-K)^2$*K*F1 + $(1.-K)^3$*Black

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

mjb – February 16, 2009

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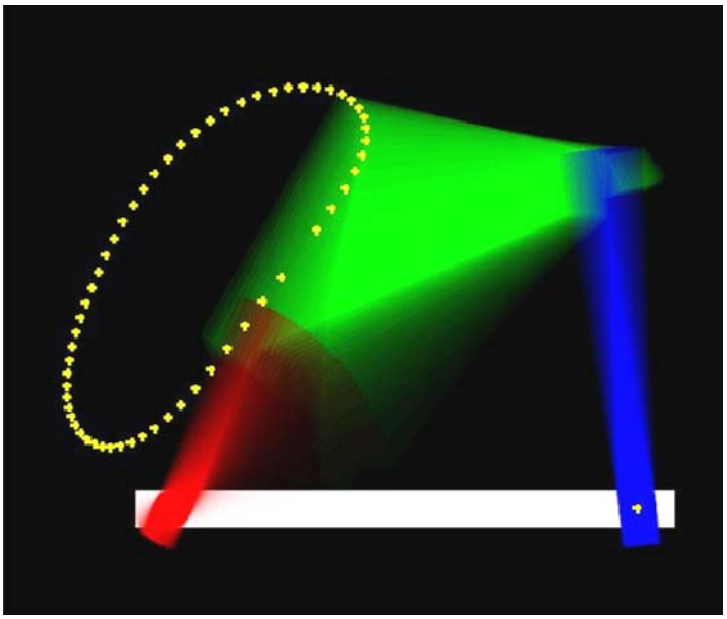

K = 0.10

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