

IceMan - Interpolation

ice.Image Lerp(*b*, *t*)

Interpolate between the operand image and another image, using a third image as the interpolating parameter. Interpolation is performed pixel-wise.

Parameters

b

Second of two images to interpolate between (ice.Image).

t

Parameter image (ice.Image).

ice.Image LerpMax(*b*, *t*)

The result is the maximum of the operand image *a* or the linear interpolation of *a* and *b*. If *t* is zero, the result will be *t*. If *t* is one, the result will be the larger of *a* and *b*. For values of *t* between 0 and 1 the return value will be a the maximum of *a* or a linear interpolation of *a* and *b*.

Parameters

b

Second of two images to interpolate between (ice.Image).

t

Parameter image (ice.Image).