

## Module 3: Realism and Performance

### Lab Exercises for Week 13

#### **Logical Operations**

Normally pixels are directly copied into the colour buffer. This behaviour can be changed by specifying a logical operation. A useful logical operation is XOR. A property of XOR is that

$$d = (d \text{ XOR } s) \text{ XOR } s$$

This means that if we draw an object while the XOR logical operation is enabled then we can erase the object by drawing it again.

Draw a simple scene as background and then use the XOR operation to write and erase another object in the foreground.