In this project, I wanted to show the process of an image coming from nothing and gradually becoming colorful, accompanied by music. This is a gradual presentation that provides the viewer with a rising experience.

Therefore, I first used the pattern and box functions to achieve a gradual increase in shapes. Next, I used yuv color to achieve the change in color of the squares. Finally, I added two offsets to pattern and a second set of yuv colors with different change patterns to achieve more color and shape movement. Throughout the process, the introduction of u\_time and trigonometric functions made dynamic effects possible, which I consider two of the most important techniques in my first time learning GLSL.

In order to make multiple adjustments at the same time in the display, I added a few extra variables and if determinations so that multiple effects could be modified at the same time when changing the values of the variables.

Since this is my first encounter with GLSL, there are definitely many things that are not ideal about this assignment: the effects are not rich enough, the code is not concise enough, it is not original enough... However, I came away from this assignment with a basic understanding of GLSL and computer graphics. It has some similarities with c#, which I have used in the past, so I am confident that I will be able to get to grips with GLSL in the future.