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.