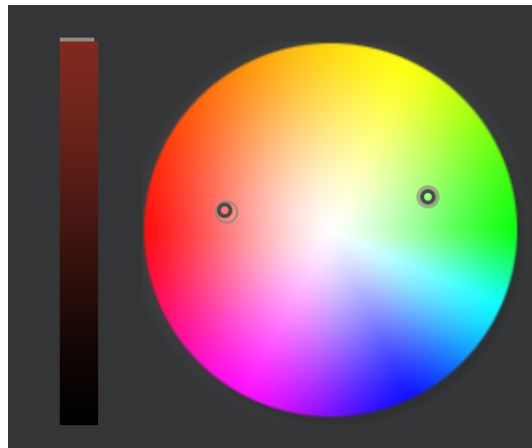


# Phase Graphics Eng. Test: “Color Wheel”

Implement a color wheel picker in canvas (WebGL)

Requirements:

- Have a **color wheel** and a **brightness slider** (like on the image below) displayed in **canvas**
  - Both should be generated programmatically, not drawn from the static image.
- Have a few **rectangles or any other 2d shapes** rendered in the **canvas**
- Change fill color of each rectangle separately by selecting a color from the color wheel
- Display chosen **color value** in #RRGGBBAA
- [Bonus] have an **alpha slider** in your color picker
- [Bonus] add **second point** on the color picker to be able to set **linear gradient** for each displayed shape
- [Bonus] be able to set **radial gradient** for each shape



Checklist:

- No performance issues
- Should be able to run in Chrome, Firefox, Safari
- Readable code, comments
- (Optional) Any tests that you think are necessary