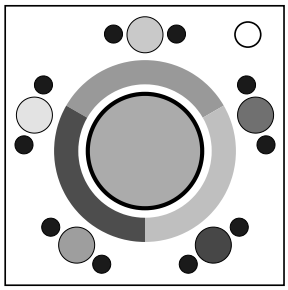
On the Subject of The White Button



This is a button. It is white.

Observe the sequence in which the lights flash. Upon tapping the button, the blob with the lights on will have its color channel adjusted based on the lit-up color channel and the seconds digit on the timer.

Convert each character of the serial number to base-3 (using A1Z26 for letters). The top and top-right blobs must be colored based on the first and second serial number characters. The bottom-right and bottom-left blobs must be colored based on the fourth and fifth serial number characters. The top-left blob must be colored based on the sum of the third and sixth serial number characters.

Pressing the button when the last digit of the timer is even adds the lit-up color channel to the lit-up blob. Pressing the button when the last digit of the timer is odd subtracts the lit-up color channel from the lit-up blob.

Holding the button over a timer tick submits the answer.

Name	R	G	B
Iridium	0	0	0
East Bay	0	0	1
Cerulean	0	0	2
Laurel	0	1	0
Celadon	0	1	1
Seaport	0	1	2
Apple	0	2	0
Emerald	0	2	1
Pelorous	0	2	2

Name	R	G	B
Lotus	1	0	0
Plum	1	0	1
Orchid	1	0	2
Sycamore	1	1	0
Battleship	1	1	1
Cove	1	1	2
Atlantis	1	2	0
Pistachio	1	2	1
Neptune	1	2	2

Name	R	G	B
Mahogany	2	0	0
Mulberry	2	0	1
Amethyst	2	0	2
Sienna	2	1	0
Puce	2	1	1
Viola	2	1	2
Turmeric	2	2	0
Pine	2	2	1
Silver	2	2	2

Further notes:

- The number of seconds on the timer modulo 2 determines the operation:
  - 0 → Adds; 1 → Subtracts
- The number of seconds on the timer modulo 3 determines the color channel:
  - 0 → Red; 1 → Blue; 2 → Green
- The number of seconds on the timer modulo 5 determines the blob:
  - 0 → Top; 1 → Top Left; 2 → Bottom Left; 3 → Bottom Right; 4 → Top Right
- The colors are not fully saturated. Each channel is determined by the following formula: $60 + 70n$, where n is 0, 1, or 2.