

CS 405 Assignment 2 Report

Batur Karakaya - 28881

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Methodology

To begin with, the fragment shader contains the information regarding the color of each pixel. In this context RGB and opacity values for the shape were defined as (1.0, 0.0, 0.0, 1.0) where the last parameter defines the opacity. To change the color of the square into blue, only change that has been made to redbox.js file was setting the red value to 0.0 and blue value to 1.0. The resulting vector is as follows: (0.0, 0.0, 1.0, 1.0).

GitHub Link:

<https://github.com/Exion007/CS405/tree/main/Assignment2>