

## CS405 Assignment 2 Report

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### Methodology

The Fragment shader is used to modify the pixels.

In the following entry point of the fragment shader program:

```
void main() {  
    gl_FragColor = vec4(1.0, 0.0, 0.0, 1.0);  
}
```

The values inside vec4 represent Red, Green, Blue and the opacity respectively.

In order to change the color of the rendered box from

**Red** => Represented by vec4(1.0, 0.0, 0.0, 1.0);

To

**Blue** => Represented by vec4(0.0, 0.0, 1.0, 1.0);

All we need to do is change the **Red** label to 0.0 and the **Blue** label to 1.0

The resulting blue box can be seen in figure 1.



Figure 1. Blue box