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**Q:**

**How do we color a box using an attribute wrangle expression in Houdini SideFX?**

**A:**

* Make network pane geometry out of objects and add one box to it.
* A routine way of colouring an object is by using a colour node and adjusting the values in the parameter pane of the colour node.
* With the Attribute wrangle node, we can directly write an expression to color the object.
* To color a box from the attribute wrangle node, we can write the expression in the parameter pane of the Attribute wrangle node.
* There are many ways of colouring the object in expression
  + v@Cd={0,.5,1};
  + v@Cd.x=0;

v@Cd.y=0.5;

v@Cd.z=1;

* + v@Cd= set(0,.5,1);
* The values have to be adjusted according to the desired colour. x=0, y=0.5 and z=1 will give blue

