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**Q:**

**How do we blend color to an object using attribute wrangle expression in Houdini SideFX?**

**A:**

* Make network pane geometry out of objects and add one box or any other object to it.
* Add a scatter node, to view the particles.
* Add an Attribute wrangle node, and write an expression to blend colors to the object.
* Rather than just blending the color through the VEXpression we can write the expression in such a way that it creates user-defined parameters which are easy to operate once created
* There are many ways of blending colours into an object, this expression can be used to blend two colors into an object
  + vector color1 = chv('color\_1');//
  + vector color2 = chv('color\_2');//
  + float colorBlend=0.1;
  + float t = chf('blend\_value');
  + v@Cd=lerp(color1,color2,t);



