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**Q: How do we blend color into an object using an attribute wrangle expression in Houdini SideFX, which also has a color slider for color selection?**

**A:**

* Make network pane geometry out of objects and add one box or any other object to it.
* Add an attribute wrangle node and a color blending expression to the object.
* Rather than simply blending the colour with the VEXpression, we can write the expression in such a way that it generates user-defined parameters that are simple to use once created.
* 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);
* To make the color sliders, go to the parameter pane's edit parameter interface option, select the previously created parameters color 1 and color 2, and change the type of the parameters to color in the parameter description.



