**ProdduturuAneeshPavanSP23Exam03Part02**

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* Convert from object level to geometry level and add an object in the network pane.
* Add a scatter node and adjust the force total count to 1500
* Add a attribute wrangle node and connect the box to scatter input and scatter output to input of first attribute wrangle node
* In the parameters pane of the attribute wrangle node, fill the VEXpression with this:
  + float blend=@Time/10;
  + float positionBlend=chramp('position\_ramp',blend);
  + v@P=lerp(v@P,0,positionBlend);
  + v@Cd=chramp('color\_ramp',positionBlend);
* Press the plus option above the VEXpression tab to added position ramp and color ramp
* Go to the “edit parameters interface” to edit the color ramp type to color which help in giving the color bar.
* Once we get the color bar, we can add a new point in the color ramp and adjust the first point value to red, second point value to green and the third point value to blue
* In the position ramp, also add a new point and set the first point value to 0, second point value to 1 and third point value to 0
* When these changes are made, we can see the position of the object changes
* By updating the blend value to
  + float blend=@Time/10+@P.x;
  + float positionBlend=chramp('position\_ramp',blend);
  + v@P=lerp(v@P,0,positionBlend);
  + v@Cd=chramp('color\_ramp',positionBlend);
* The blending changes