CS 405 Assignment 2: Fragment Shaders Report - Ebrar Berenay Yiğit 28824

Introduction

In this assignment, the objective was to modify an existing fragment shader to change the color of an object from red to blue. The task was to change the color of a red box displayed in the web browser to blue by altering the "fragmentShaderSource" in the provided "redbox.js" file. This report outlines the methodology used to accomplish the assignment.

Methodology

Initial Inspection:

I began by downloading the assignment content from SUcourse, which included two files: "Assignment2.html" and "redbox.js."

Understanding the Code:

I opened "Assignment2.html" in a web browser to visualize the initial state of the assignment. I confirmed the presence of a red box, as described in the assignment instructions.

Locating the Shader Code:

Next, I focused on the "redbox.js" file. I identified the fragmentShaderSource variable, which is responsible for setting the color of the red box in the fragment shader.

Modifying the Shader:

I made the required change to the fragmentShaderSource variable in "redbox.js" to set the color to blue by using the following code:metin, ekran görüntüsü, yazı tipi, yazılım içeren bir resim

Açıklama otomatik olarak oluşturuldu

This code ensured that the red box would be displayed in blue upon rendering.

Testing:

To confirm that the modification was successful, I reopened "Assignment2.html" in my web browser. As expected, the red box had changed to a blue color.

Conclusion

This assignment was successfully completed by modifying the fragment shader in the "redbox.js" file. The red box was transformed into a blue box as required. Additionally, the submission guidelines were followed, with the code uploaded to GitHub and the complete package uploaded to SuCourse. This methodology ensured the assignment's objectives were met.