CS 405 HW2

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In redbox.js file, there is gl_FragColor that is for the arranging the pixel color for shader. We assign vector4 to it to determine color. The first 3 vector value is the RGB colors which is ordered as same. I have changed the red value (first value) from 1.0 to 0.0. Also, I have changed the Blue value (third value) from 0.0 to 1.0. This makes the square colored as blue.