Rochester Institute of Technology
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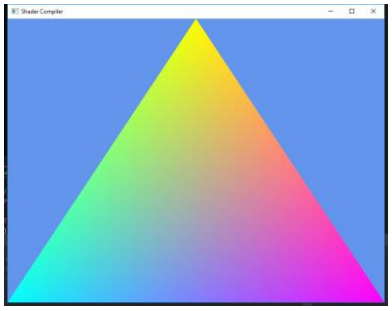
Data Structures & Algorithms for Games & Simulation II
IGME 309
E03: OpenGL Shaders

0) You can clone the project C05_Shaders from the repository, rename it E03 Shaders and work on this exercise.
1) There will be no step by step instructions for this exercise, but a general description on what to do.
2) Complementary colors. - Complementary colors are the color that added together will give you white, for instance if you add blue (0.0,0.0,1.0) and a yellow (1.0,1.0,0.0) you will get white (1.0,1.0,1.0)
3) You are allowed to work with a partner on this exercise.
4) Show your work to the Teacher or TA by the end of the class, if you are unable to finish an individual submission is required in the respective dropbox.

You need to make a new shader that will draw the triangle we have been working with in the complementary color that was sent when a variable is enable with a keypress, when you press the same key again the complementary color flag is disabled in the shader.

Tips:

- You are allowed to use the same vertex shader that we have been using as the functionality is just going to affect the fragment that is sent to the screen.
- There is an even called `sf::Event::KeyPressed` and another one called `sf::Event::KeyReleased`.
- You will need uniform variables
- 1.0 - 0.7 = 0.3
-  that's the complimentary of the triangle in C05_Shaders