B. Shading

2. A triangle is sent through the OpenGL graphics pipeline and ends with vertices in the following (x, y) pixels Px with (R, G, B) color values cx:
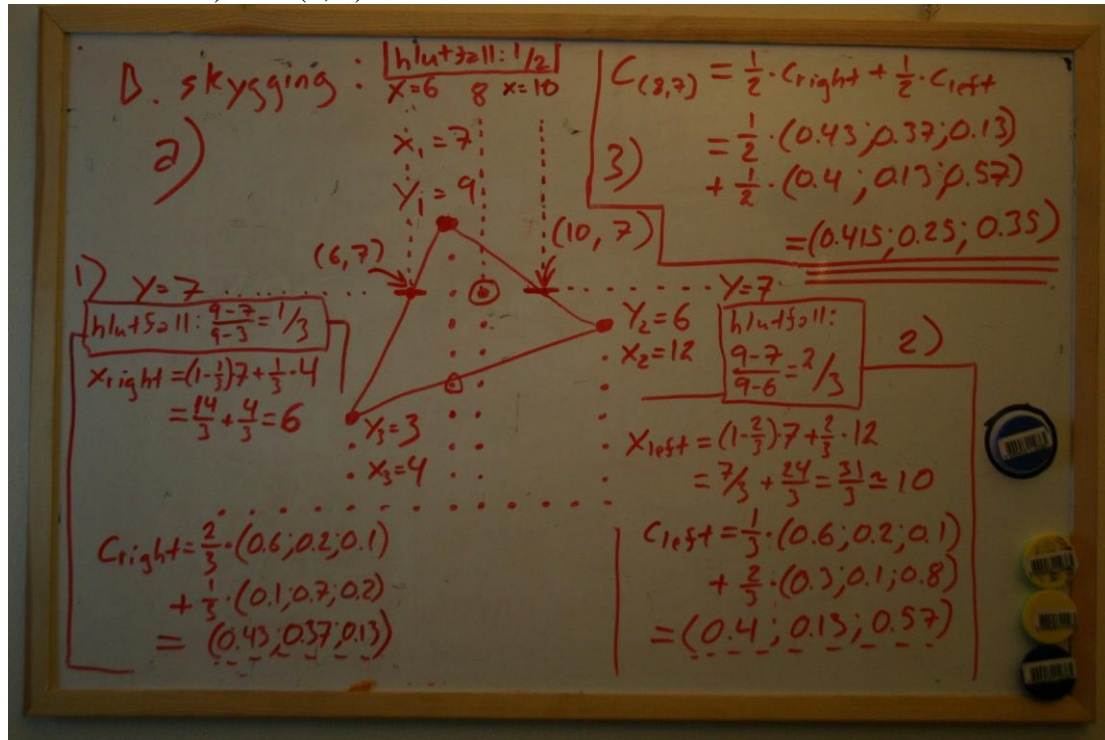
P1: (7, 9) c1: (0.6, 0.2, 0.1)
P2: (12, 6) c2: (0.3, 0.1, 0.8)
P3: (4, 3) c3: (0.1, 0.7, 0.2)

What will the color be in pixel:

a) (8, 7)

b) (7, 4)