

CS 405 Assignment 2 Report

This computer graphics assignment aims to change the color of an existing fragment shader from red to blue. For this assignment the html file is given and it should not be changed. The only changes should be applied on the javascript file. The red square can be seen when we open the given javascript and html file. The html output can be seen at **Figure 1**



Figure 1

To convert the square from red to blue the parameters of $gl_FragColor = vec4(1.0, 0.0, 0.0, 1.0)$; should be changed. The first argument of the function determines red value of the square. The second argument of the function determines the green value of the square. The third argument of the function determines the blue value of the square. The fourth parameter of the function determines the alpha value (opacity of the square). To convert the color from red to blue we should change the red (first) parameter to 0.0 and blue (third) parameter to 1.0. The new function is $gl_FragColor = vec4(0.0, 0.0, 1.0, 1.0)$; now. The new html output can be seen in **Figure 2**.

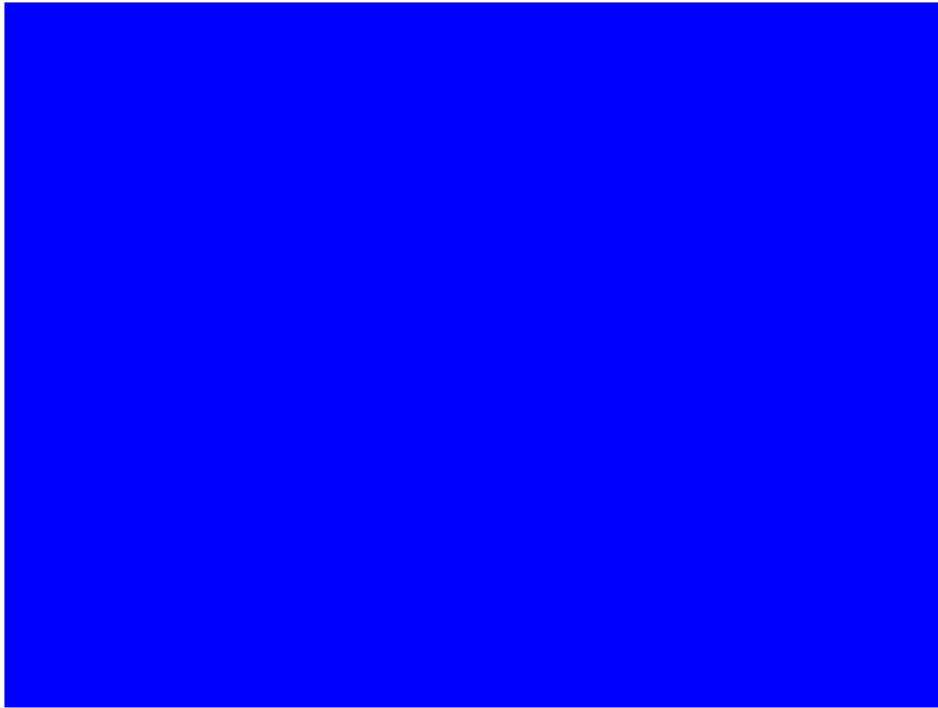


Figure 2