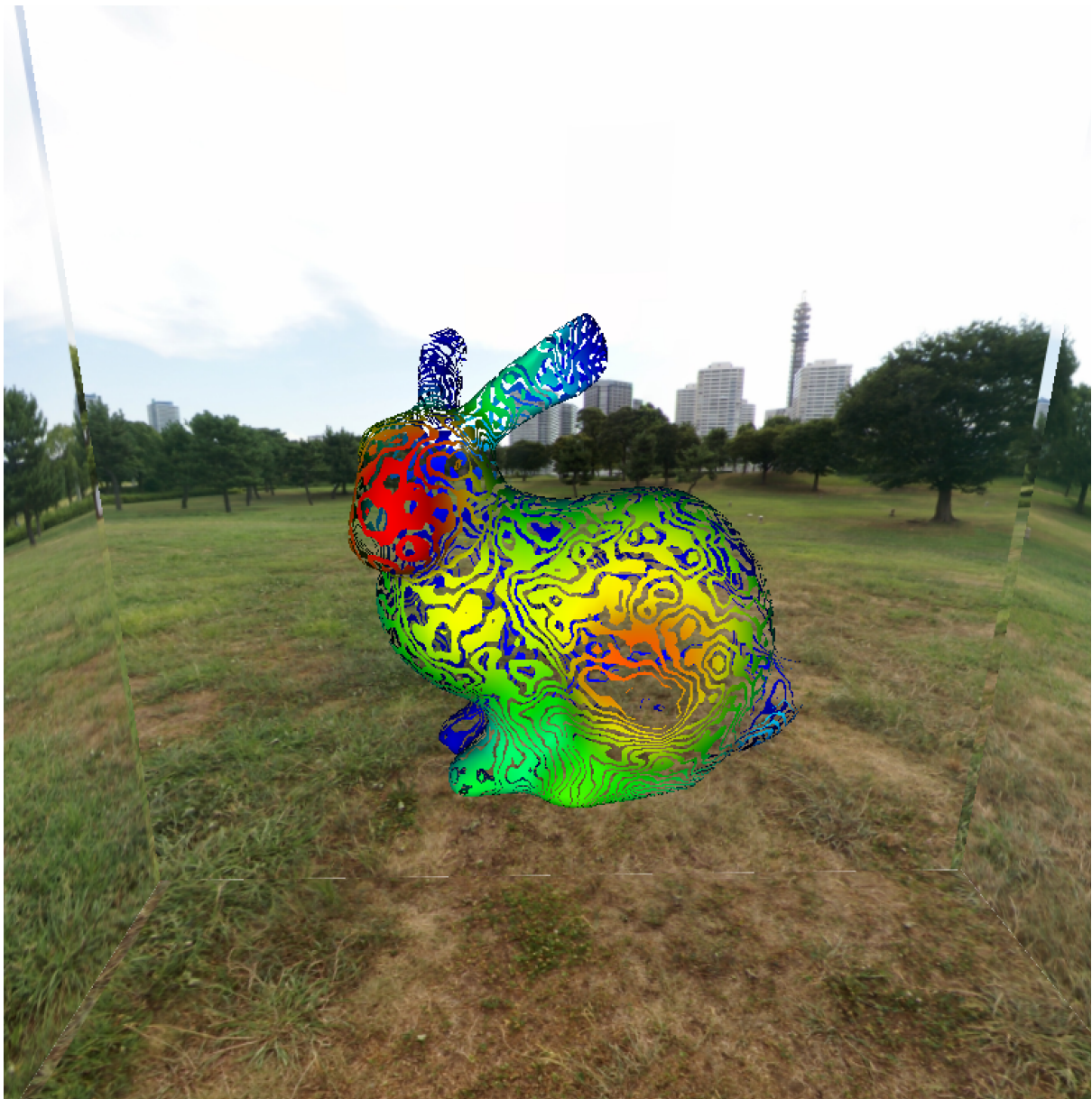# Jung-Che Chang

Project 6: The Bunny Menagerie

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https://media.oregonstate.edu/media/t/1_x0fiqdiz

Implemented ChromaDepth feature by using a different color for different ranges of t. This function can change the sphere into a rainbow sphere.

```glsl
ChromaDepth( float t )
{
    t = clamp( t, 0., 1. );

    float r = 1.;
    float g = 0.0;
    float b = 1.  -  6. * ( t - (5./6.) );

    if( t <= (5./6.) )
    {
        r = 6. * ( t - (4./6.) );
        g = 0.;
        b = 1.;
    }

    if( t <= (4./6.) )
    {
        r = 0.;
        g = 1.  -  6. * ( t - (3./6.) );
        b = 1.;
    }

    if( t <= (3./6.) )
    {
        r = 0.;
        g = 1.;
        b = 6. * ( t - (2./6.) );
    }

    if( t <= (2./6.) )
    {
        r = 1.  -  6. * ( t - (1./6.) );
        g = 1.;
        b = 0.;
    }

    if( t <= (1./6.) )
    {
        r = 1.;
        g = 6. * t;
    }

    return vec3( r, g, b );
}
```