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#### Methodology:

**Requirement Analysis:** Understand the initial code to determine which elements of the shader define the color.

**Identification of Relevant Shader Components:** Locate the `gl_FragColor` in the fragment shader as it determines the color of the pixels.

#### Modification:

**From:** The initial color was red, represented as `vec4(1.0, 0.0, 0.0, 1.0)`.

**To:** The desired color was blue. After understanding the RGB representation, blue was identified to be represented as `vec4(0.0, 0.0, 1.0, 1.0)`.

**Verification:** Ensure that the new color values correctly represent blue and are consistent with the desired output.