

CS 405 Assignment 2 Report

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Introduction

In this homework, I used fragment shader to change the color of an object from red to blue.

Visualization and Methodology

We have a given html file with the necessary vertex data and shader program. I only implemented the redbox.js file to change color. I changed the inside of the fragmentShaderSource which is a Graphic Library for WebGL, uses `gl_FragColor` (4D vector) to represent the color of the fragment with its parameters. There are 4 parameters at `gl_FragColor`. The first 3 values represents the following colors in order: red, green, blue. Last value is for transparency values. When we give red and green a 0.0 value, they will not participate in our fragment. We need blue color, so we make the 3rd parameter 1.0 to turn our fragment to blue. Also the last parameter is 1.0 to get the full opacity.