

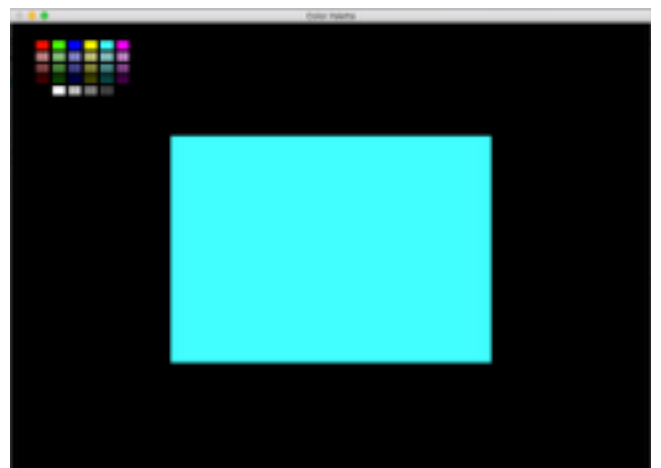
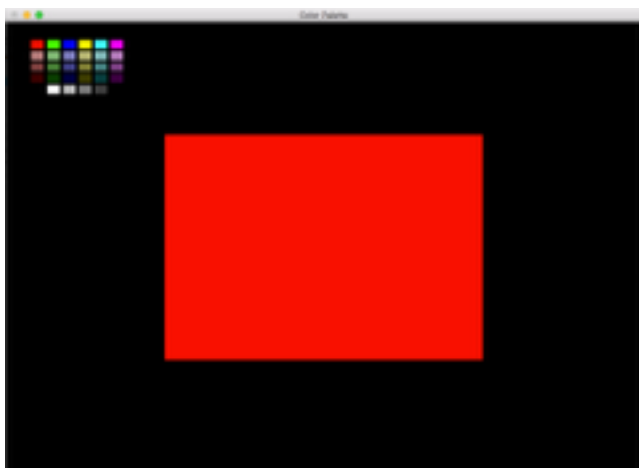
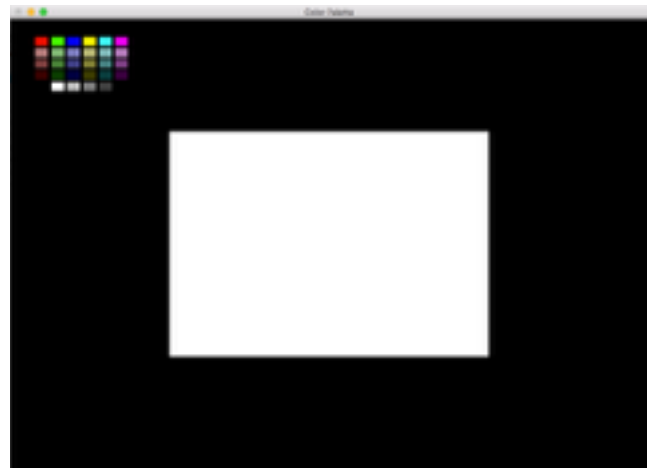
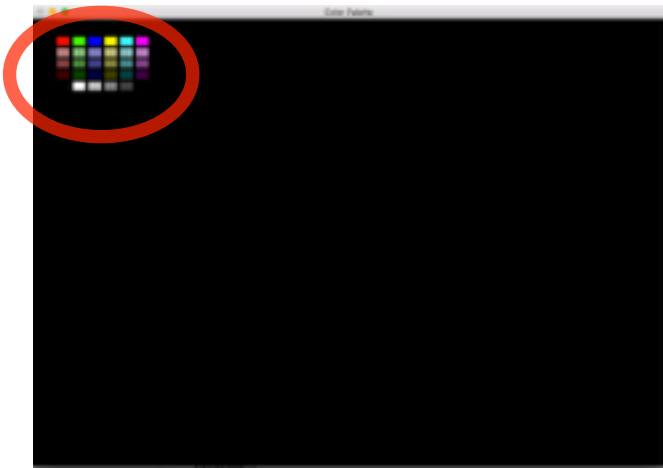
# COLOR PALETTE

This project involves drawing squares using same buffer at different positions and manipulating the color using uniform variables

A color range of about **29** colors is being used in the palette and is being displayed at the top left on the screen. These 29 color squares are drawn using 2 triangle strategy using a single buffer.

Clicking on each color will render a bigger square with the selected color which is drawn with the same 2 triangle strategy but a different buffer other than the one used for the previous 29 squares.

## MOUSE INPUT:



## Keyboard Input:

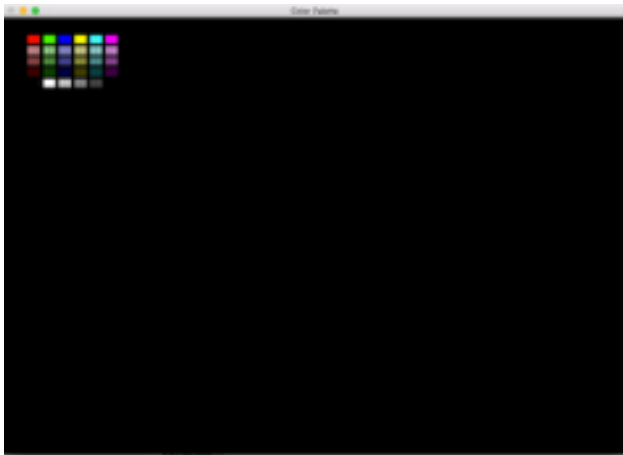
**W** - Intensifies **Red**

**A** - Intensifies **GREEN**

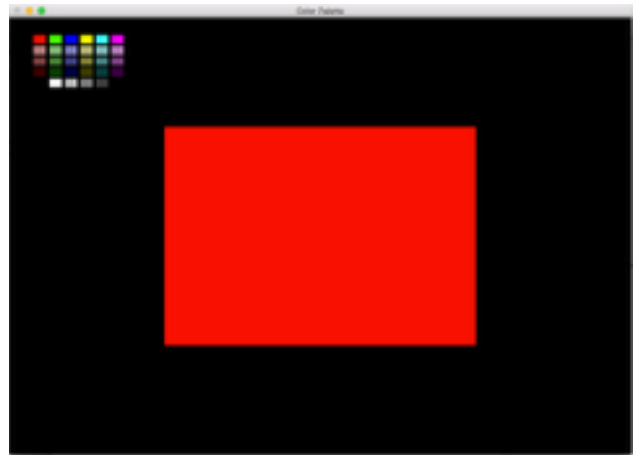
**D** - Intensifies **BLUE**

**S** - Nullifies all the colours gradually

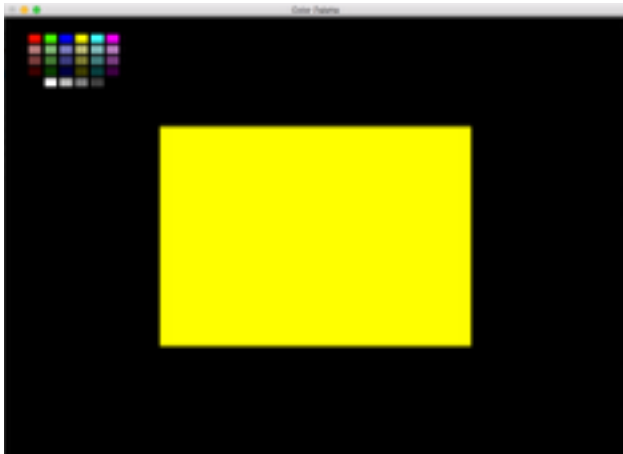
Initial Screen



on key press of **W** till max => **RED**



then **A** till max => **RED+GREEN = YELLOW**



then **D** => **R+G+B=WHITE**

