Read Uniform Chapter and complete the following exercises:

* Slow down the frequency until the color change becomes almost imperceptible.
* Speed it up until you see a single color without flickering.
* Play with the three channels (RGB) in different frequencies to get interesting patterns and behaviors.
* Figure out how to use u\_mouse knowing that the values are in pixels and NOT normalized values. Move colors around
* Imagine an interesting way of changing this color pattern using u\_time and u\_mouse coordinates

Read “Running your shader“ Chapter and tray a shader in OF, P5 and Three.js