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Problem 3 states that you should “create a scene which will use an image and display it in a different way.” For this problem, I found an image of a wolf in a snowy forest. My intent was to create an animation that would gradually invert the colors to create a white wolf amongst a black backdrop and return to normal. I accomplished this by finding calculating an amount I wanted to change each pixel by per frame. I did this by finding a point in the range between 0 and 255 that is symmetric about the center of that range (e.g. 255 -> 0, 254->1), and then dividing the difference of those numbers by the number of frames that I wanted the animation to span. Then, I moved the average color of the pixel closer to its intended spot by applying that change to the pixel.