**CS405 – HW2 Report**

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**Objective:** The task was to change the output color of the fragment shader from red to blue.

**Methodology:** The original code setting the color to red (**vec4(1.0, 0.0, 0.0, 1.0)**) was modified to blue (**vec4(0.0, 0.0, 1.0, 1.0)**) in the **gl\_FragColor** variable.

**Result:** The modification was successful; the fragment shader now produces the desired blue color output.