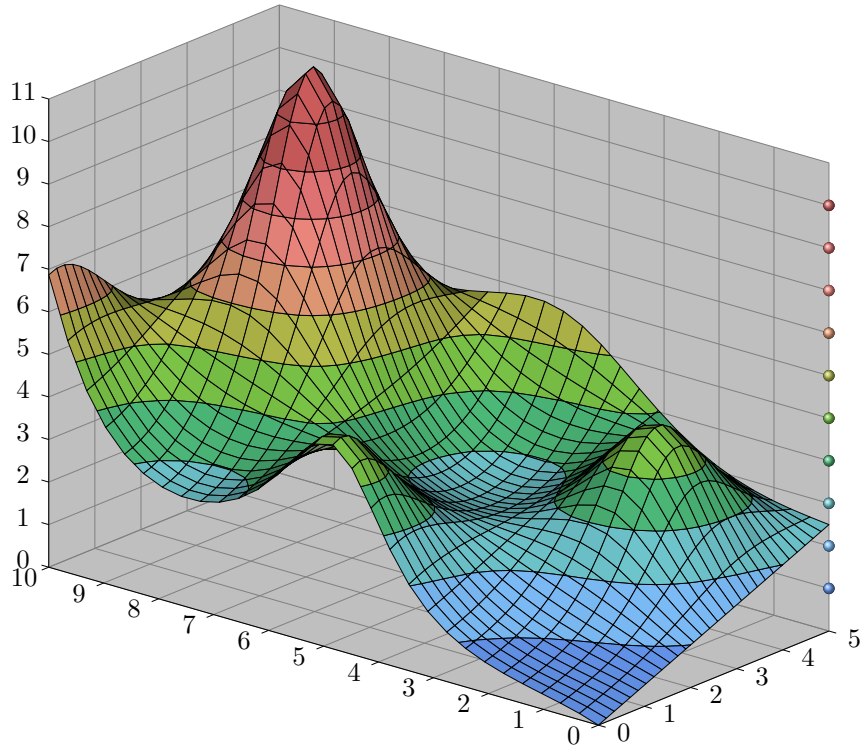
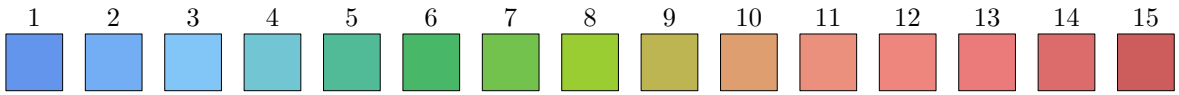
I. Motivations

Originally, this project was born out of a desire to enhance `luadraw` with a set of color palettes to easily produce something like the following 3D plot.



Technically, a finite list of colors is provided to `luadraw` which then uses linear interpolation to calculate the intermediate colors. In the previous case, the finite color palette used is defined as follows.

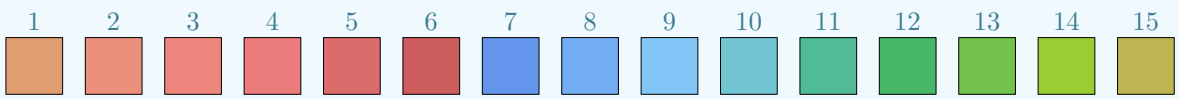


Using this palette, `luadraw` is able to produce the following spectrum, allowing us to create the graph above.

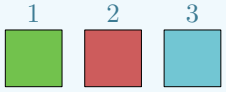
Note.

Using the `luadraw` implementation of `@prism`, see the section ??, we can display the palettes below made from the previous one named `'GeoRainbow'`. Each `luadraw` instruction used is given below each palette.


```
getPal('GeoRainbow', {reverse = true})
```




```
getPal('GeoRainbow', {shift = 6})
```




```
getPal('GeoRainbow', {extract = {7, 15, 4}})
```