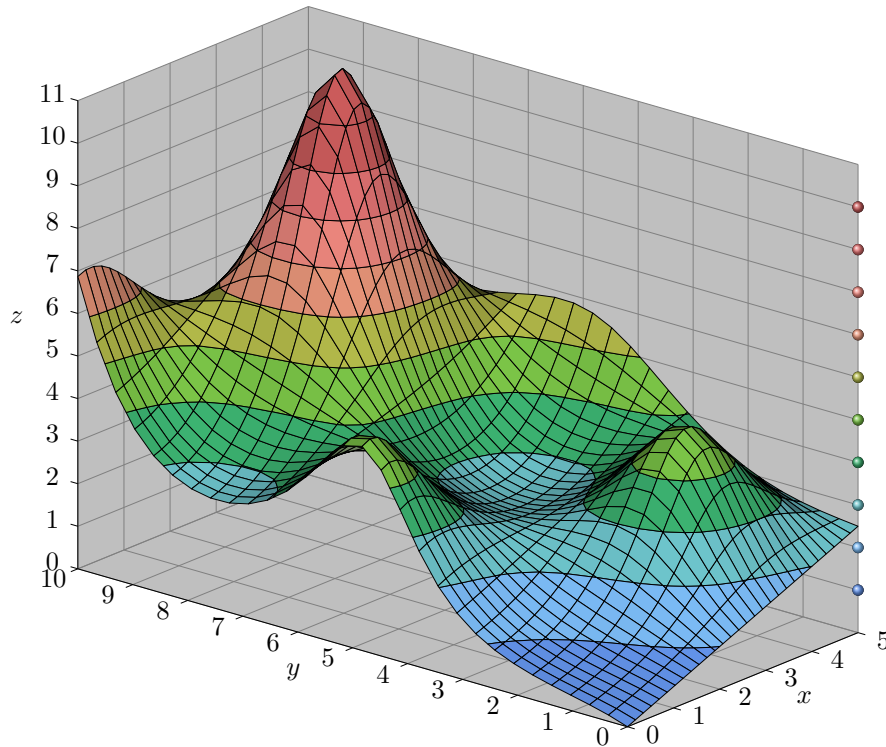


I. Motivations

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.

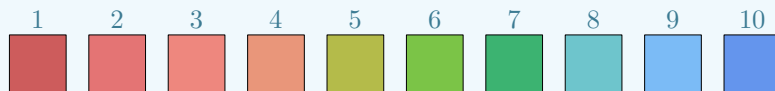


Using this palette, `luadraw` is able to produce the following spectrum, allowing us to create the graph above.

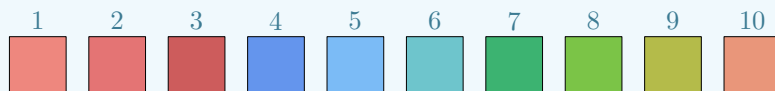


Note.

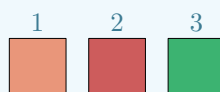
Using the `luadraw` implementation of `@prism`, see the section ??, we can create the palettes below made from the previous one named `'GeoRainbow'`. Each instruction used is given below each palette.



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



```
getPal('GeoRainbow', {shift = 3})
```



```
getPal('GeoRainbow', {extract = {7, 10, 4}})
```

This features provide remarkable creative flexibility: with the same surface as before, but using the setting `getPal('GeoRainbow', {extract = {2, 3, 7, 8, 5, 6}, reverse = true})` instead of `getPal('GeoRainbow')`, we instantly change the visual tone, shifting from a seaside feel to a snow-covered world.

