Coms 331   **Color and Shading**   **Fall 2007**
Homework 11

Use the program `Lecture 11 Demo 3.cpp` in the following exercises.

1. Find an RGB triple that creates a very dark green.

2. Find an RGB triple that creates a very light green.

3. Find an RGB triple that creates the color orange.

4. Find an RGB triple that creates the color brown.

5. Find an RGB triple that creates the color of Caucasian flesh.

6. To your eye, which looks bluer: $(0.0, 0.5, 1.0)$ or $(0.5, 0.5, 1.0)$?

7. What RGB triple would represent a gray scale with the same light intensity as the RGB triple $(1.0, 0.5, 0.9)$?

8. How would you modify the RGB triples in a scene in order to make the scene fade to black?

9. How would you modify the RGB triples in a scene in order to make the scene fade to white?

10. How would you modify the RGB triples in a scene in order to make the scene fade to gray scale with the same light intensities?