Assignment 0308
Our last assignment before we plunge into the third dimension involves some work on the opposite end of the spectrum, with pixel-level color manipulation and some exploration of graphics primitives.

Outcomes
This assignment will affect your proficiency measures for outcomes 1a, 2c (max |), 2d, 3c, and 4a–4f. This assignment applies only to the color computation aspect of 2c, so that outcome has a maximum proficiency of | until a future assignment expands that to include light computations as well.

Not for Submission
If you have the Angel textbook, you can get deeper treatment of recent material and some future course content with the following readings.
• Colors, graphics primitives: Sections 2.5 (pages 62–68) and 8.8 to 8.10 (pages 416–424)
• 3D graphics overview and pipeline: Sections 1.1–1.10 (pages 1–36)

For Submission
A Few Good Filters
Copy the nanoshop and nanoshop-neighborhood sample code and add two (2) new pixel filter functions each to the Nanoshop and NanoshopNeighborhood modules, for a total of four (4) such filters. Modify the accompanying demo pages to draw a scene using your sprites then apply a filter to them. As with toon, set your references up so that you do not have to copy your sprite files. As always, be creative, have fun!
Commit and push your work to your repository under nanoshop-filters.

Primitive Behavior
Copy the primitives sample code and change the plotCirclePoints function so that, instead of plotting the outline of a circle, it fills the circle with a 4-way linear gradient (i.e., similar to the rectangle-filling example, but adapted for a circle). You will need to modify the signatures of some functions; the entry-point circle drawing functions, for example, will need to be changed to accept the maximum of four colors of the gradient.
Make sure to adjust the accompanying demo code so that they showcase your modifications in action. Commit and push your work to your repository under primitives-plus.