

## **Three\_Colour\_Fade\_Gradient**

//Three Colour Gradient Fading  
//Using a "for loop" to create colour gradients  
//Mr. H.

```
void setup()
{
    size(600,600);
}

void draw()
{
    for (int i = 0; i < height/2; i = i + 1)
    {
        stroke(255-i, 0, i);
        line(0,i,width,i);
    }

    for (int i = 0; i < height/2; i = i + 1)
    {
        stroke(0, i, 255 - i);
        line(0,width/2 + i,width,width/2 + i);
    }
}
```