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I faced a few issues when doing this assignment. The orthogonal view made it harder to understand what was changing when I was testing my camera changing points which threw me off when moving the camera. Another issue that I faced was that the camera movements would go to one extreme to another so seeing the movement was hard so I made the camera look at the center of the house to fix that.

I learned how the camera and lookat functions works in webgl. I also fixed all the points and the house, because before there weren't enough vertices and the points were rendered incorrectly.

One remaining bug that I encountered is that if the animate button is pressed when there is no input for the points, the program will crash. A refresh will fix that problem.

Additional functionality added were two toggle camera movements. Two buttons "Circle" and "Up and down" were added to add circular and up/down camera movements, and both can be active at the same time to have unique camera movements.