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3D Computer Graphics - logbook

3D Graphics Logbook

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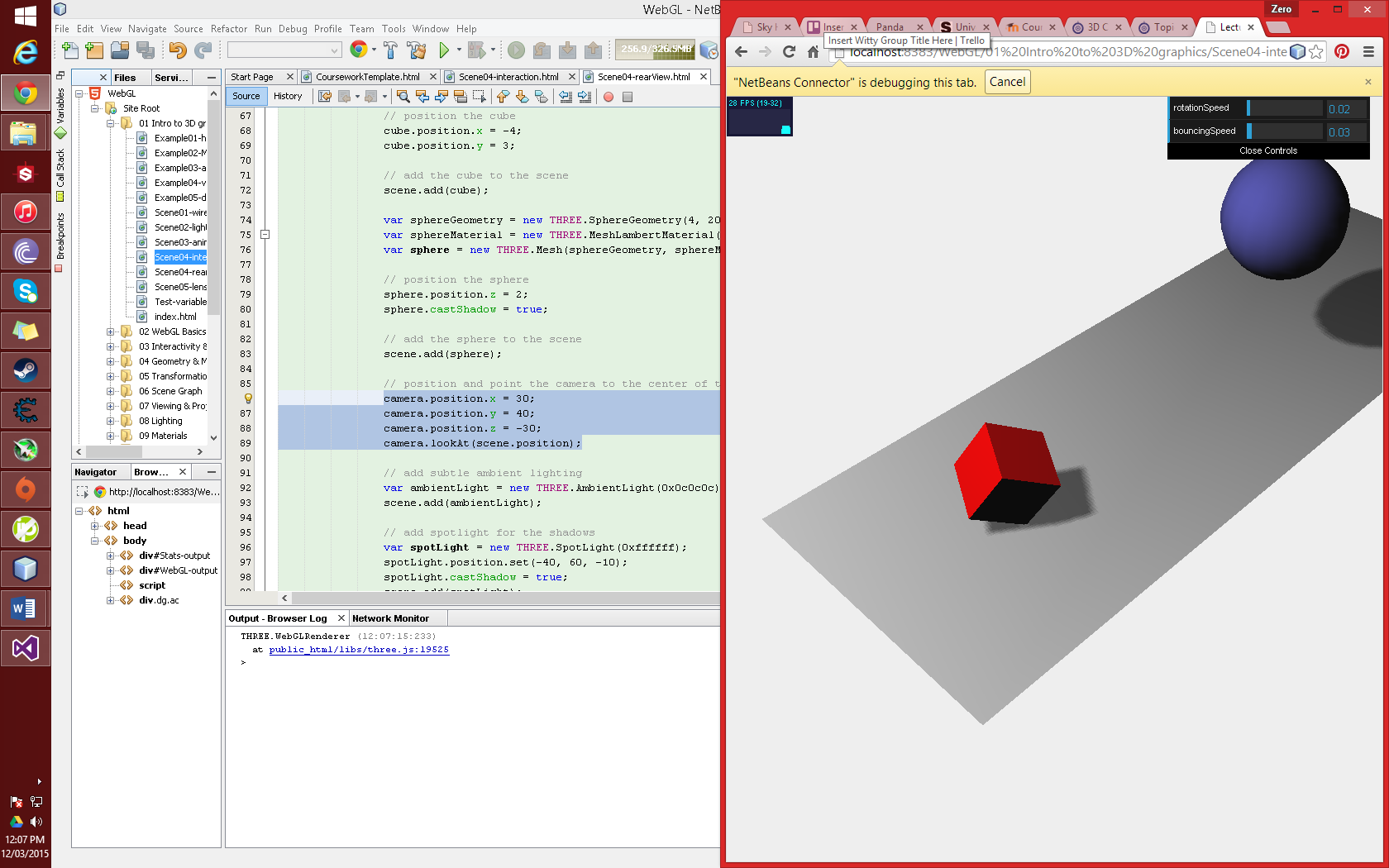
[8. Lighting 5](#_Toc415741176)

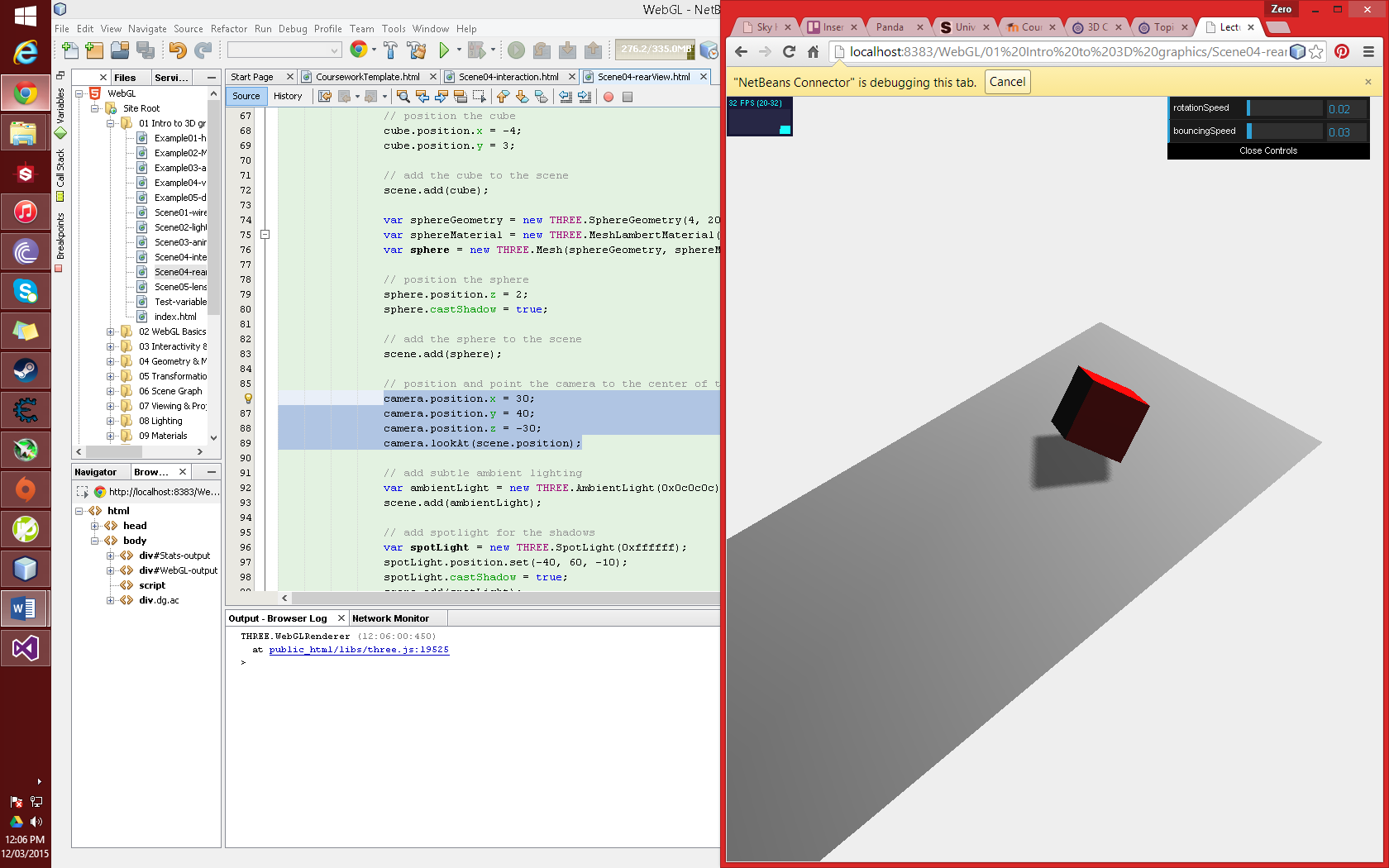
[9. Materials 5](#_Toc415741177)

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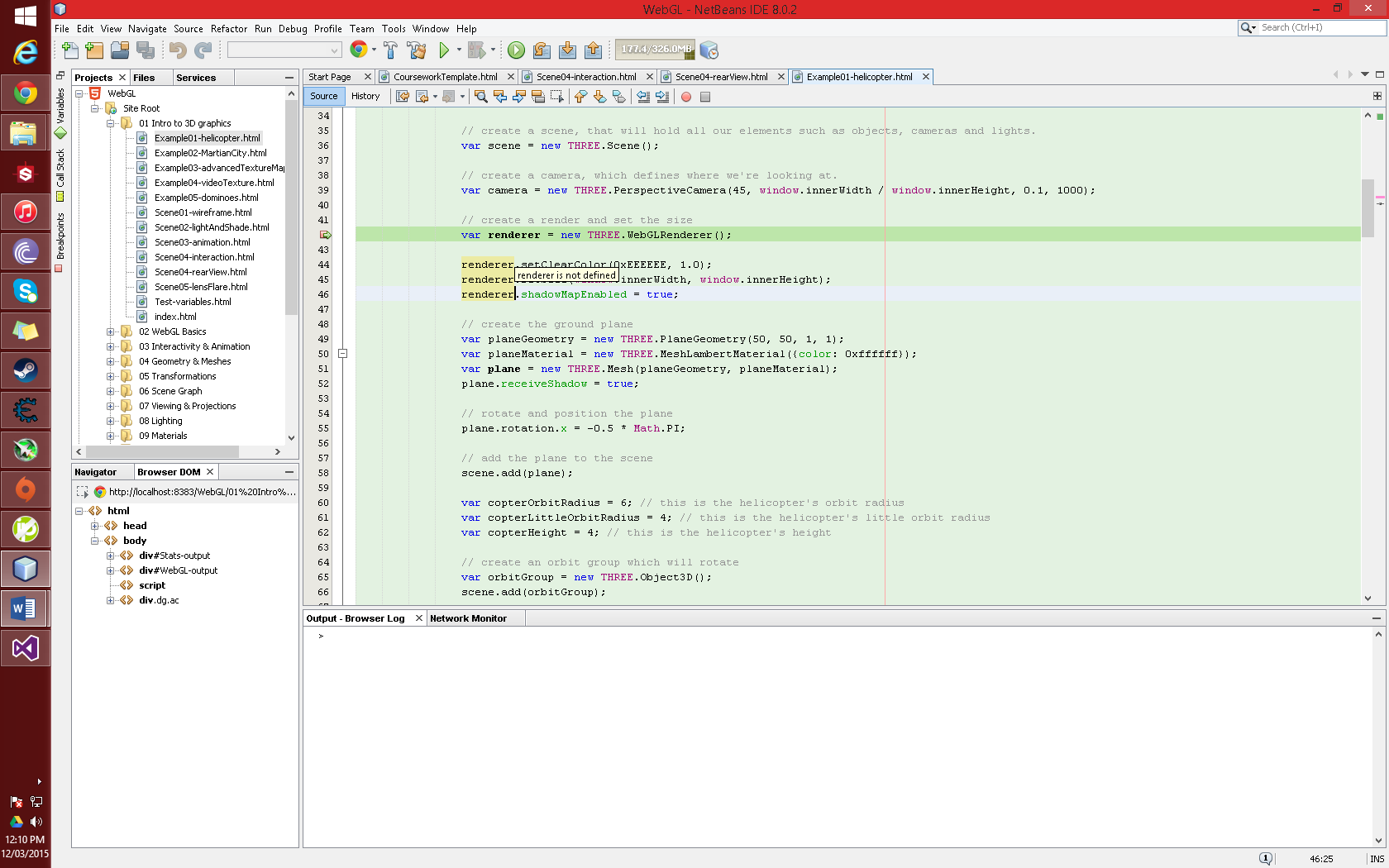
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# Intro to 3D Graphics

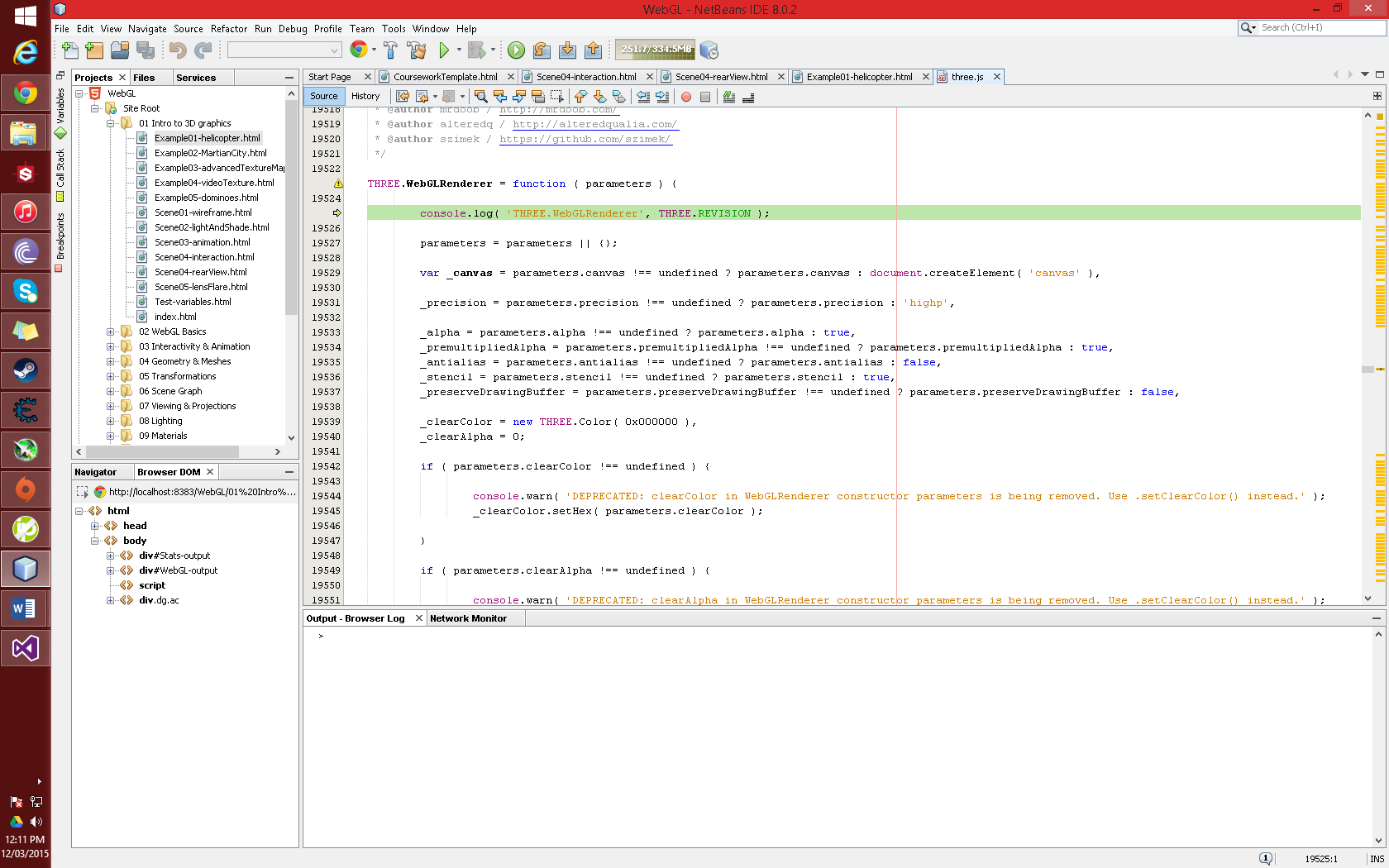


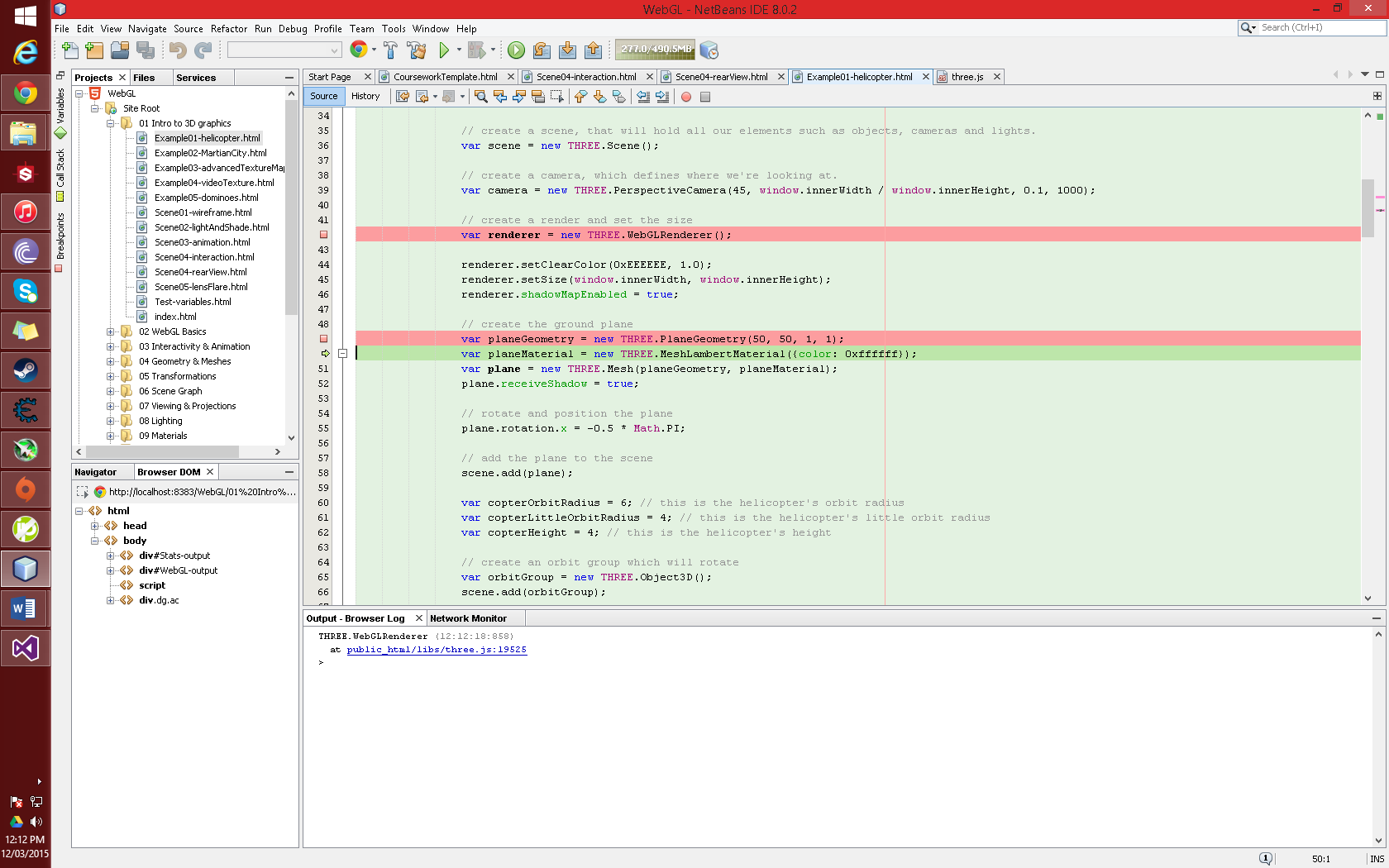


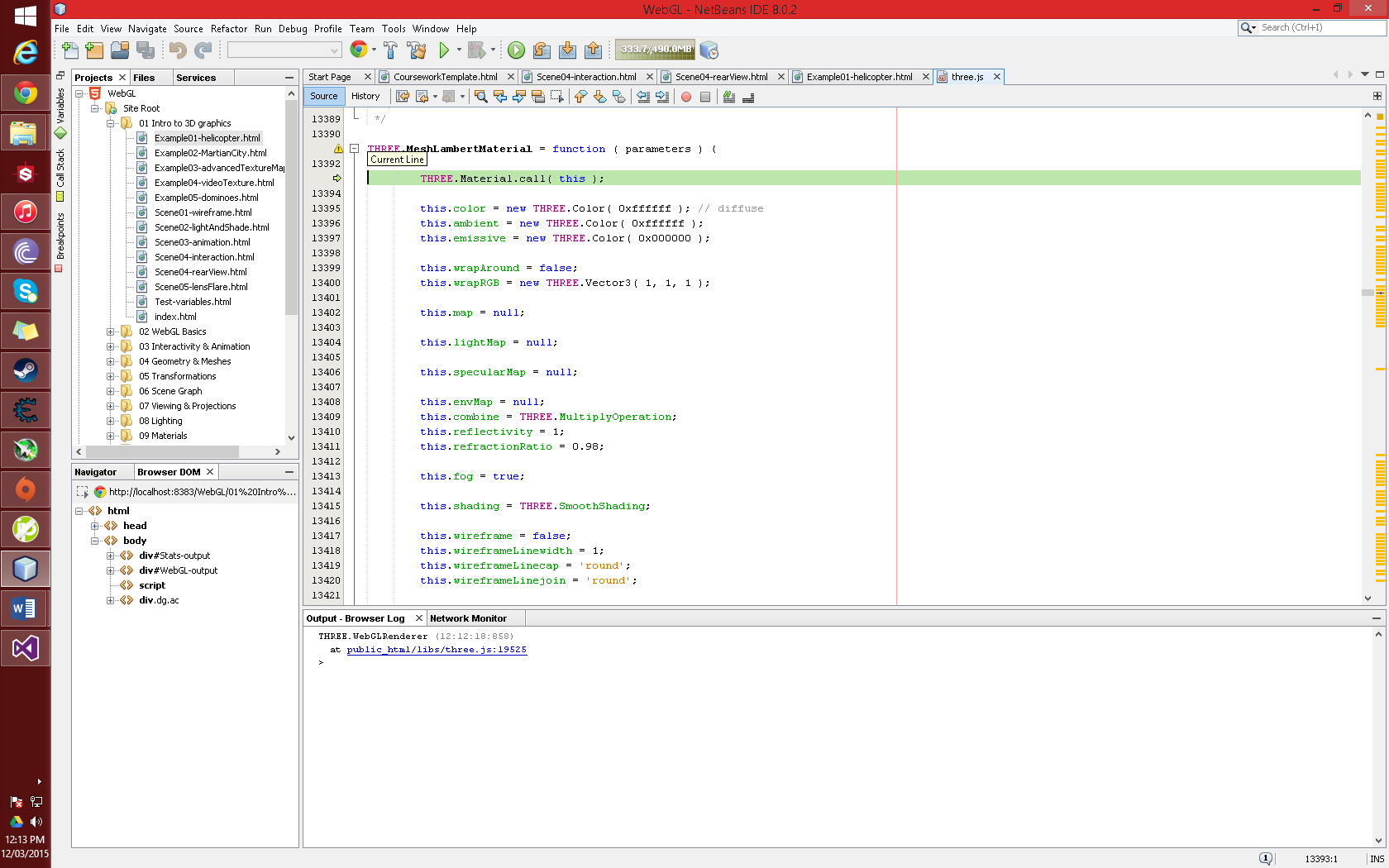
Modified the camera scene so that the cube is being viewed from the rear.



Successfully implemented a breakpoint to debug what is going on in the code.







# 2. WebGL Basics

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# 10. Textures

# 11. Physics