

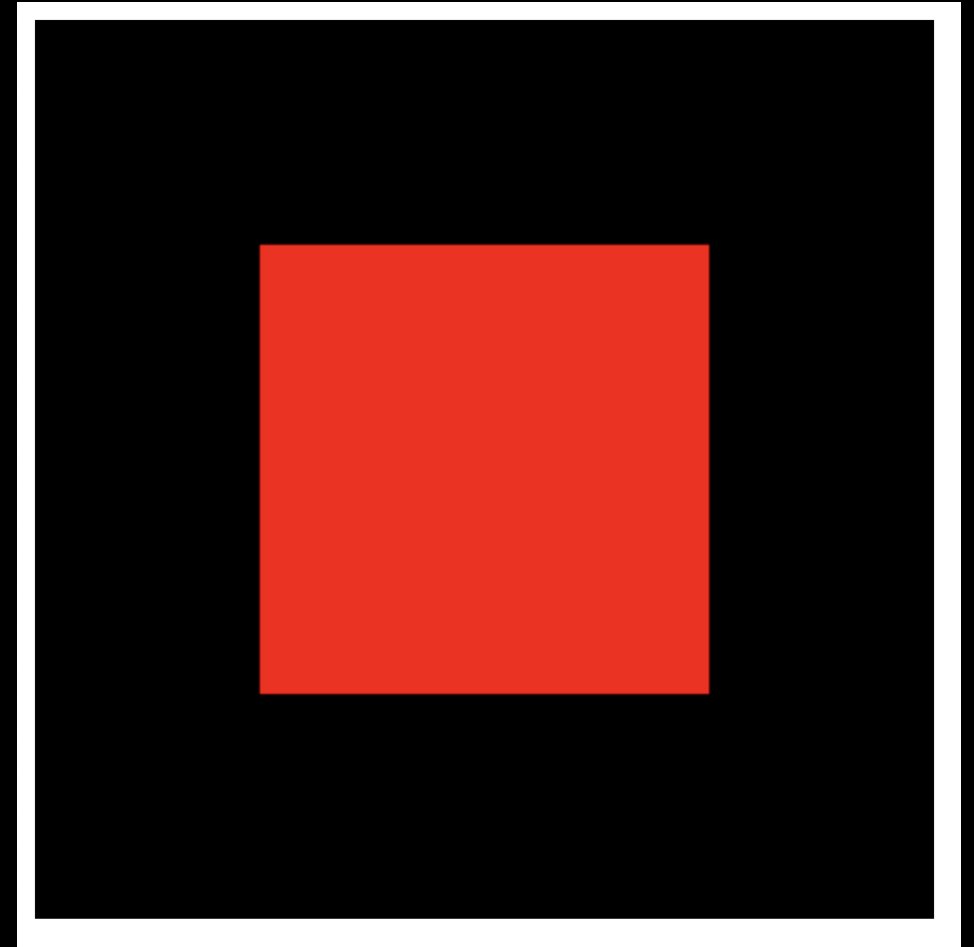
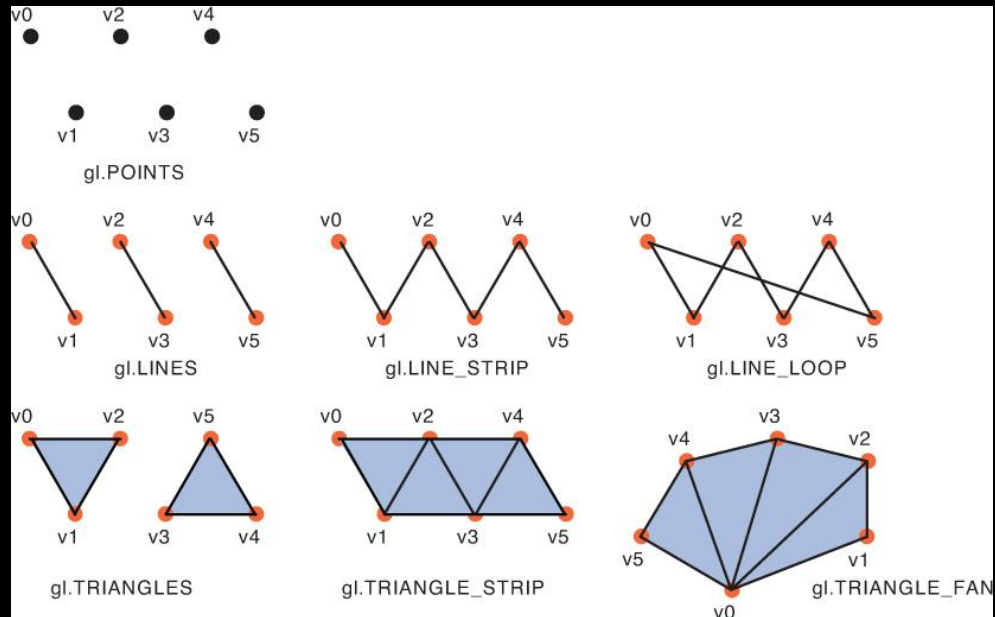


Lab 2

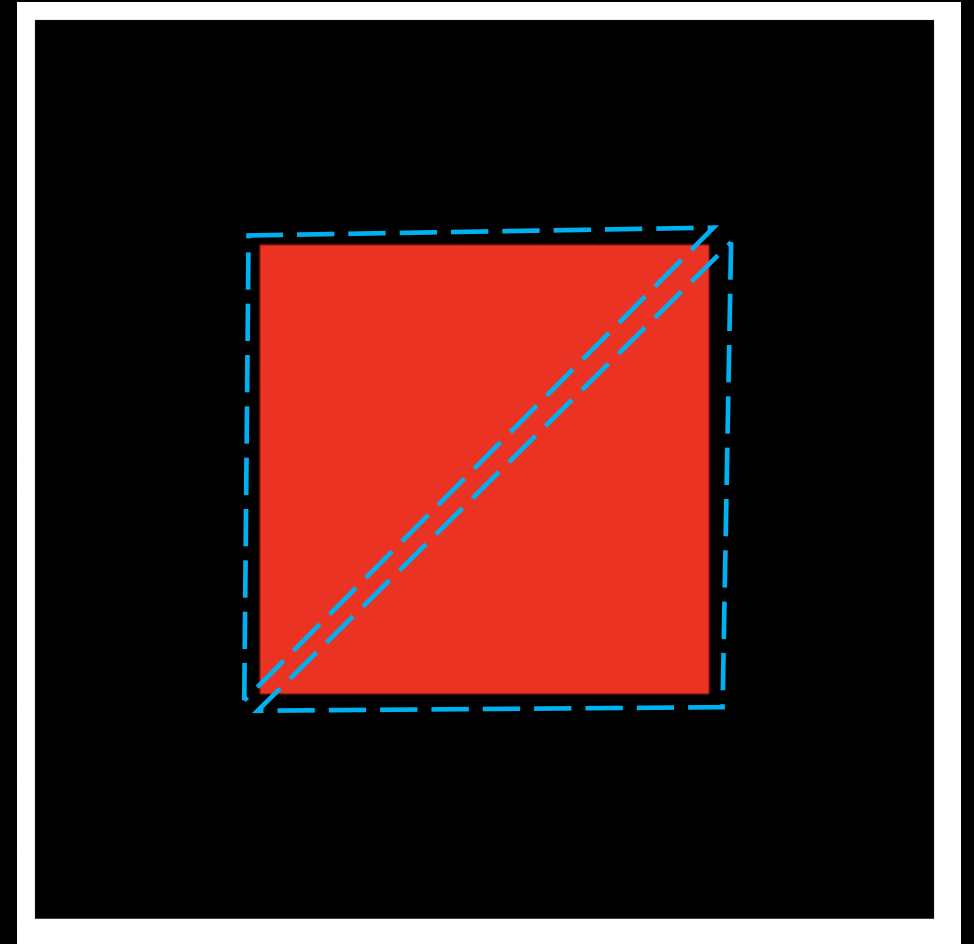
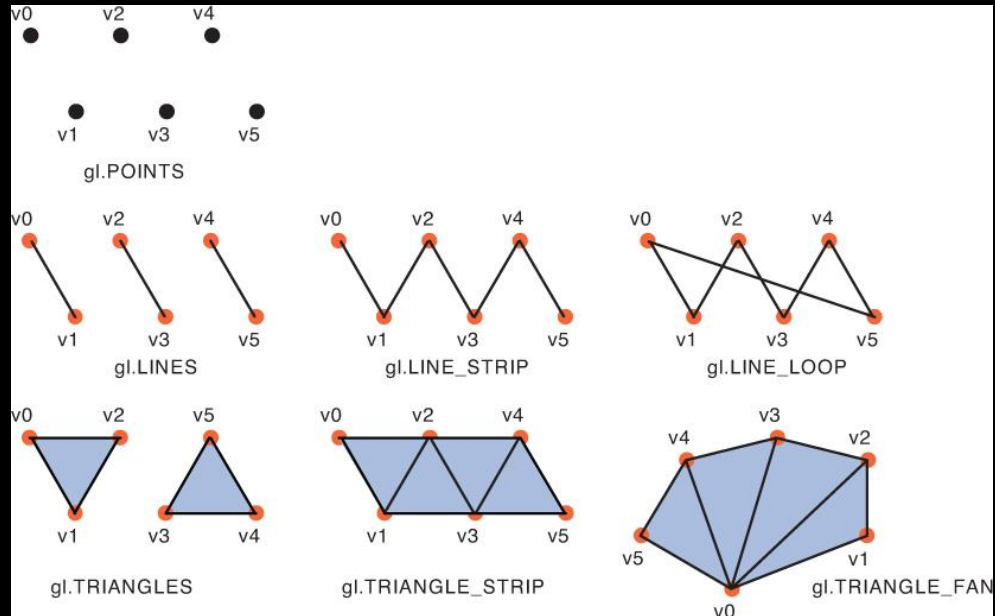
What We Want to Do



- Draw a rectangle
- Why is this hard? Any difference to draw a triangle or line?
 - Review `gl.drawArrays()`
 - There is no “`gl.Quad`” or “`gl.rectangle`”



- Draw a rectangle
- Why is this hard? Any difference to draw a triangle or line?
 - Review `gl.drawArrays()`
 - There is no “`gl.Quad`” or “`gl.rectangle`”
- We have to use multiple triangles to draw a rectangle



What You Should Do Step by Step

Check "TODOs"

- Check Line68 first
 - I use "**gl.TRIANGLE_STRIP**" in `gl.drawArray()`
- Check TODO comments
 - They are all in `initVertexBuffers()`

```
function initVertexBuffers(gl, program){
  var vertices = new Float32Array(
    [ ]
    //TODO-1: vertex array
  );

  //TODO-2: how many vertices to draw?
  //var n = ???;

  //TODO-3: create a vertex buffer
  //TODO-4: bind buffer (gl.bindBuffer)
  //TODO-5: bind buffer data (gl.bufferData)
  //TODO-6: get reference of the attribute "a_Position"
  //TODO-7: layout of current vertex buffer object (gl.vertexAttribPointer)
  //TODO-8: enable the attribute array

  return n;
}
```

What You Should Do for “Submission”



Submission Instruction

- Create a folder
 - Put the html and js files in the folder
 - Zip the folder
 - Rename the zip file to your student ID
 - For example, if your student ID is “40312345s”, rename the zip file to “40312345s.zip”
 - Submit the renamed zip file to Moodle
- Make sure
 - you put all files in the folder to zip
 - You submit the zip file with correct name
- You won't get any point if
 - the submitted file does not follow the naming rule,
 - TA cannot run your code,
 - or cannot unzip your zip file.